N64 MAGAZINE

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FIRST REVIEW! ZELDA MAJORA'S MASK

Link's greatest adventure yet!

PLAYED AT E3 GAMES EXPO

SMASHING! **MARIO TENNIS**

Nintendo score another ace! P10

STUNNING! **DINOSAUR PLANET**

Rare's huge fantasy RPG! P8

SHOCKING! **CONKER'S BFD**

Sweary furry animals! P6

PLUS! planet GAME BOY

POKÉMON YELLOW

LASS wants to fight!

The original and best Game Boy mag inside! P35

JULY 2000 £3.25

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ISSUE 43

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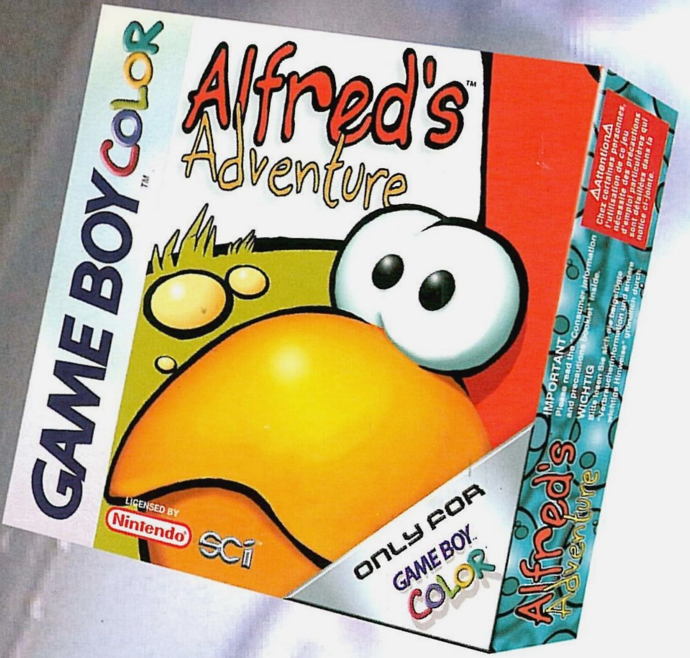
Three new thumb-numbing COLOR titles from SCi



Alfred's Adventure stars our 'plucky' hero Alfred Chicken. Alfred must battle his way North, South, West and Easter through 11 platform based levels, full of hidden rooms and power ups. He must rescue Billy Egg who has been 'poached' by the fowl Meka-Chickens for their bizarre cloning 'eggs-periment'.

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GAME BOY COLOR

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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Next issue on sale
Friday 7th July
To find out why it's going to be fantastic jump to p120

WELCOME TO N64 MAGAZINE

At 124 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Don't be fooled by feeble imitations!

And the winners are...

It took Mark weeks to open every envelope, decipher every scrawled entry slip and then tally up the scores. The stress resulted in a large painful blister forming on the bottom of his foot... but it was worth it. The results of our 2000 Reader Awards are on page 28, including the game you voted as the best N64 game of all time.

But we haven't just been looking to the past this month, oh no. We waved goodbye to Martin, who jetted off to the E3 Games Expo in LA for a glimpse of the games we'll be playing in the future. And what games they are too! Rare's line-up alone was breathtaking: *Dinosaur Planet*, *Conker's Bad Fur Day*, *Banjo-Tooie*, *Mickey's Speedway*... and that's before we've even mentioned *Eternal Darkness*, *Mario Tennis*, *Star Wars: Battle for Naboo* – the list goes on and on. Every game Martin played at the show is stamped with a 'Played at E3' logo – look out for his first-hand accounts.

Oh yes, and then there's that small matter of the sequel to Jes' 'game of the century'. Can *Majora's Mask* possibly match up to the brilliance of *Ocarina of Time*? Flip forward to page 64 to find out...

Have a great month!

Andrea Ball
EDITOR

Just look what we've got for you this month!

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GO! GO!

N64 THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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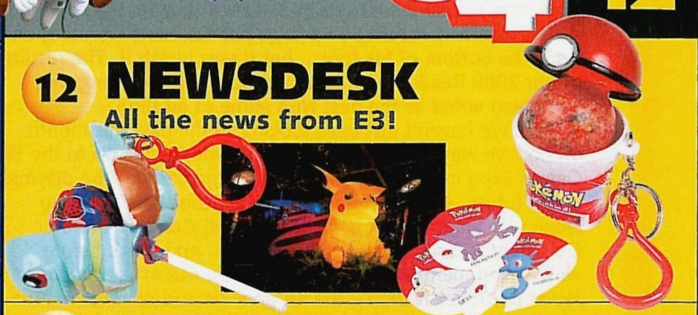

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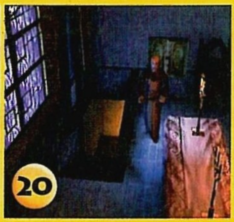

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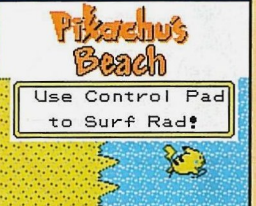

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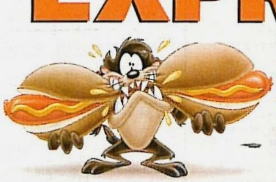

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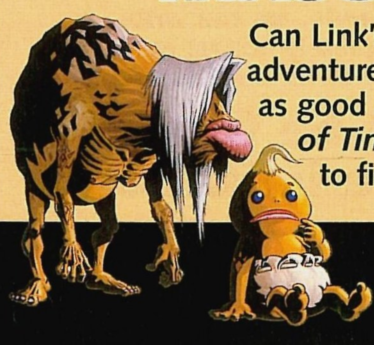

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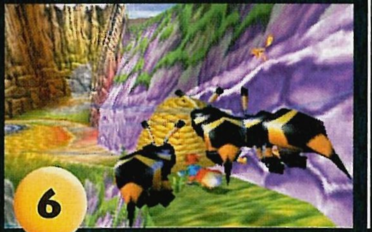

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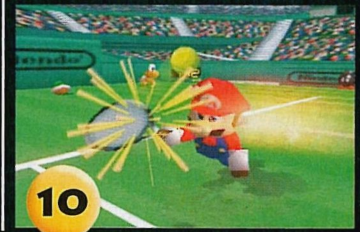

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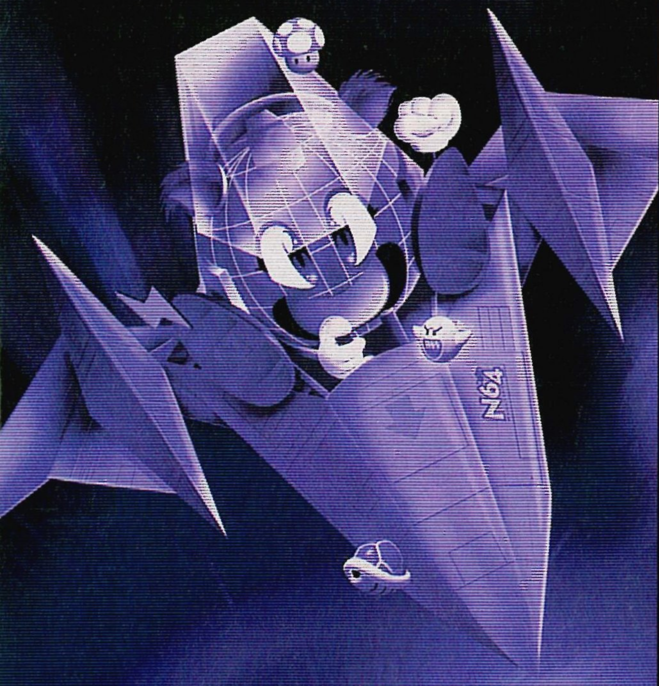

N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

CONKER'S BAD FUR DAY — 6
Rare's rodent-based swearathon exposed…

DINOSAUR PLANET — 8
First shots of Rare's new *Zelda*-beater.

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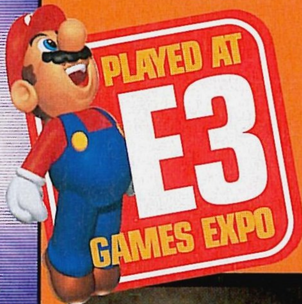
First play of Nintendo's new tennis smash!

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18! GO! GO!

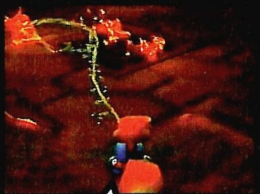
The squirrel has his priorities sorted. Give him money and he's a happy rodent.

If only this fire monster knew what Conker has planned for him!



CONK BAD

Grab yourself a shooter and it turns into Jet Force Gemini.



Nope, that's not a flamethrower.

Even with all the foul language, toilet humour and nastiness, it's hard to ignore such nice graphics.

INFO BURST

CONKER'S BAD FUR DAY	
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

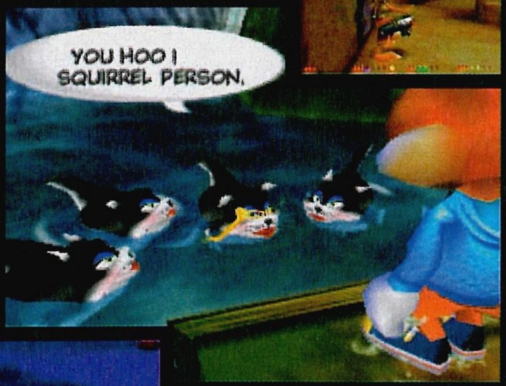
US	UK	Japan
Dec	Dec	TBA

ANTICIPATION RATING

△ That's Greg, the Grim Reaper. He's a bit of a joker.

Use this dinosaur ▷ to tear off strips of caveman arse.

There are other playable ▷ characters besides Conker. You meet them later on.



The poor ▷ squirrel is chased by a huge, fat fish.

◁ Psychedelic lighting in this colourful level. Rare's technical expertise really shows.

ER'S FUR DAY

gathering nuts

Long term N64 readers will certainly remember this one. It first appeared as *Conker's Quest* at E3 in 1997, and was scheduled for release later that year. When it subsequently vanished, to be replaced by *Twelve Tales: Conker 64*, nobody really missed it. And then when *Twelve Tales* failed to materialise, it seemed as though Conker would be limited to a solitary Game Boy appearance.

△ Six-legged assassins homing in.

◁ The wasps won't know what hit them when Conker fires.

But the squirrel is back, and he appears to have spent the last three years getting extremely drunk. *Conker's Bad Fur Day* begins with the not-so-cute furry one waking up after the mother of all alcohol binges, complete with a jackhammer headache and a brainful of strange hallucinations. It's unlike anything Nintendo have ever been involved with before, and unlike the crass *South Park*, it's genuinely funny.

After negotiating an infinite lives deal with the Grim Reaper, Conker is free to indulge in the kind of activities that will ensure at least a 15 certificate for the game. He drinks, he swears, he's sadistic and he isn't shy about his bodily functions. It's a 3D adventure with a difference.

In one memorable scene, Conker is confronted by a pair of cigar-smoking fire monsters. In order to destroy them, the cute squirrel must drink from a keg of ale and use the resulting kidney juice to douse the flames. Conker can only hold his drink for a limited period of time, and if you let him stagger around for too long without relief, he'll vomit all over the place and empty his bladder over his shoes.

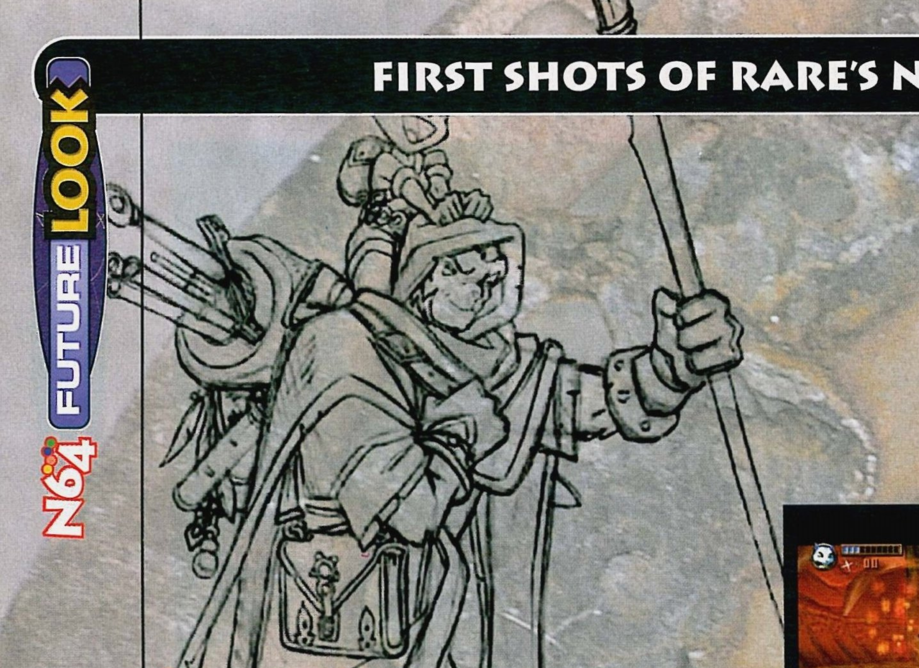
MASTERY *The squirrel is back, and he appears to have spent the last three years getting extremely drunk.*

Other highlights from the E3 version we played include an ass-kicking contest with a talking redneck pitchfork, a gory parody of the unforgettable beach landing scene from Saving Private Ryan and a fight involving a small dinosaur and a massive caveman. You have to get the dinosaur to nip the caveman in the groin, causing him to drop his trousers. Once debagged, the neanderthal is an easy target for a swift bite to the rear, and will run off once you've consumed about half of his backside. Most bizarre of all was a conversation with a scouse dung beetle, complete with spot-on voice acting.

The original *Conker's Quest* platform game concept remains at the heart of it all, so there's more to do than just watch potty-mouthed cinema scenes. From what we played, the puzzles seem as good as they are in *Banjo-Kazooie*, with the added bonus of automatic weapons. *Conker's BFD* has that familiar Rare solidity, and will be sure to cause a big stir when it's released in December (assuming it doesn't vanish for another redesign).

TO BE CONTINUED... Expect more bizarre *Conker's BFD* details over the coming months.

FIRST SHOTS OF RARE'S NEW ZELDA-BEATER

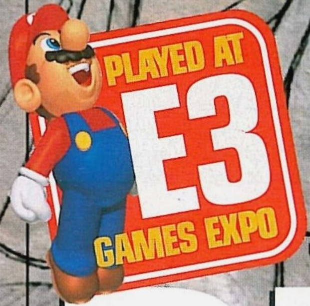


△ Lush scenery and some great weather effects.

◁ Meet Ganon, the bloke behind the badness. Erm...

△ The standard weapon is a kind of Kendo staff. It works nicely.

This game is nothing if it isn't ▷ cinematic. It looks gorgeous.



DINOSAUR PLANET

prehistory lesson

INFO BURST

DINOSAUR PLANET

FROM:	Rare
CART SIZE:	512Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Dec	Dec	TBA

ANTICIPATION RATING

If everything goes according to plan at Rare, the new Zelda game won't be the only top quality action RPG available at the end of the year. At the E3 expo in LA, the Twycross developers unveiled *Dinosaur Planet*, a fantasy epic which might just give Link a run for his money.

The game is set on the planet Animus, where Sabre and his furry chums are menaced by some particularly nasty reptilian types. The finer details of the storyline are being kept under wraps for now but the special E3 edition, which included a handy menu to enable players to warp between several different scenes and environments, gave us a pretty good impression of what to expect.

Dinosaur Planet borrows many elements from *Zelda*, including context-sensitive buttons and the Z-trigger lock-on system. When you walk close to an object or character you can interact with, a little triangle hovers over it to distinguish it from the inert background. There are plenty of new ideas too, including a pop-up spell menu and the ability to command other characters. You meet around 50 creatures during the course of the game, some of which can be recruited as sidekicks. The sidekick available in the version we played was a baby dinosaur, and we managed to teach it to respond to a whistle. In the finished game, you'll be able to send your sidekick on errands and command it to attack enemies.

VISUALS *...the way the colours appear to sparkle and fade as the sun sets is very impressive.*

There are some truly stunning set pieces, including a scene where your terrified character (this time Krystal, a female Animus native) had to flee from a rampaging Tyrannosaurus. Another boss battle was against a giant bug, and Sabre had to dodge between its legs in order to attack its soft underbelly. With a fast and violent jetbike race as well as all

△ These waterfalls look like part of Jet Force Gemini, don't they?

Like Zelda, there's an enormous overworld to play around in. ▷

During combat your enemies have their own health bar. ▷

△ You can see for miles and miles in the outdoor areas.

◁ Sabre chats to his baby dinosaur sidekick. Cute.

▽ Looks like an autumn dusk on Animus.

△ We'll bet there are some bonus items in the lake.

of the more traditional puzzles and exploration, there's a lot of variety packed into this huge 512Mbit cart.

A lot of speech too. Rather than having pages of text to represent the dialogue, every line of *Dinosaur Planet* is spoken by actors. The characters' facial expressions move to show their emotions, and their lips move in sync with the words. There's a vast amount of visual detail in the game, and the way the colours appear to sparkle and fade as the sun sets is very impressive.

Dinosaur Planet is currently in production and scheduled for completion before 2001. The fact that it was shown at such an advanced stage at E3 leads us to believe that it will be released in time for Christmas. It's definitely one to look forward to. Ⓝ

△ The rock man emerges from the side of a hill for a quick chat.

▽ You meet this creepy floating galleon in the intro movie.

TO BE CONTINUED... We'll have loads more info on *Dino Planet* in the coming months.

FIRST PLAY OF THE WORLD'S GREATEST TENNIS GAME

MARIO

We've often bemoaned the lack of a *Super Tennis* update on the N64, now at long last Nintendo have done something about it. *Mario Tennis* is, to all intents and purposes, *Super Tennis 64*, and was widely regarded as the most playable game on show at E3.

As you'd expect from Camelot, the creators of *Mario Golf*, there's a lot of depth hidden behind an incredibly simple control system. Just two buttons are used, whereas *Super Tennis* used six, but the analogue stick allows for a blistering range of shots. The A button is generally used for powerful swings and the B button produces slower shots and lobs. Pressing both buttons together makes your character hit the ball as flat and straight as possible, and the longer you hold any button down, the more powerful your shot will be. If you keep the button pressed for a second or two, your racquet crackles with electricity and you can perform a super shot. To prevent you from doing that every time, your character can't move while charging up. Things like dives and smashes are performed automatically if you press the right button at the right moment.

The usual Nintendo characters are available right from the start, plus the brand new Waluigi, an evil Dick Dastardly version of Luigi. Toad, Donkey Kong, Peach, Mario, Wario and Bowser are all there too, and there are plenty of slots for hidden characters. We're hoping there's a Pokémon or two to uncover. There's a significant difference between each character's playing style – Bowser is unable to perform Waluigi's bandy-legged acrobatics, and Donkey Kong's serve can knock the lightweight Peach right off her feet.

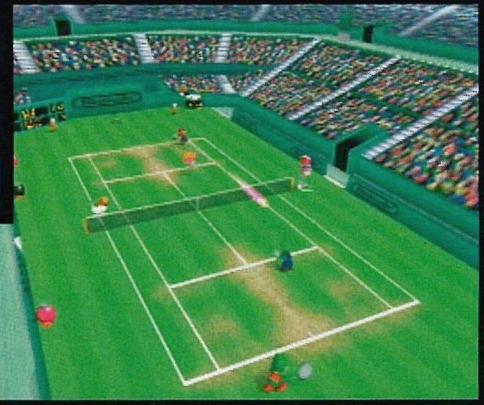
There are three types of court available from the start, and as well as the standard tennis style, there's an unusual Ring Shot mode. The rings pop up at random during play and as you whack the ball through them, the ring value of each point increases. The person who wins the point gets to keep all of the rings, and the first one to reach a preset total wins the whole match. When playing 'standard tennis style' matches the winner is decided with a best of five sets format.

Naturally, there are tournaments in which you can win new characters and game options, and there will be a *Mario Golf*-style transfer pak option to link up with an unannounced Game Boy version. We expect there'll be some kind of RPG or training mode from which you can upload characters to the N64 game too.

The official line is that *Mario Tennis* isn't due in the States until September at the earliest, but the version we played looked well and truly finished. Here's hoping Nintendo manage to get it to the UK before the end of the year.

LIFESPAN ***...there are plenty of slots for hidden characters. We're hoping there's a Pokémon or two to uncover.***

△ If you time your serve just right, you can score a Great or Perfect rating.



Check out the way the grass wears out during a match. ▷

△ Mario and Luigi in another Chuckle Brothers incident. Luigi looks pleased with himself.

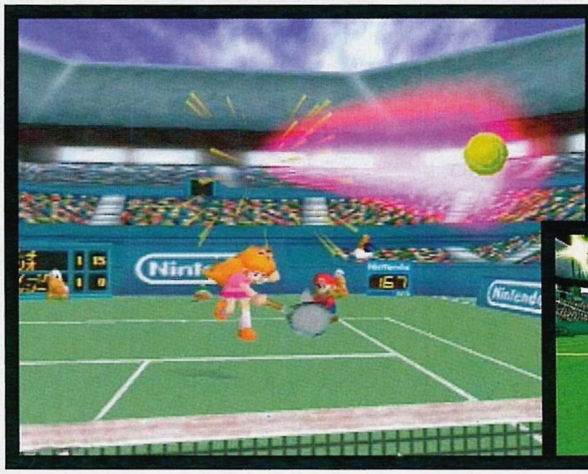
INFO BURST

MARIO TENNIS	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

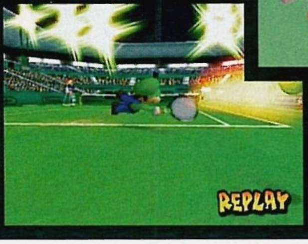
US	UK	Japan
Sept	TBA	July

ANTICIPATION RATING: ●●●●●



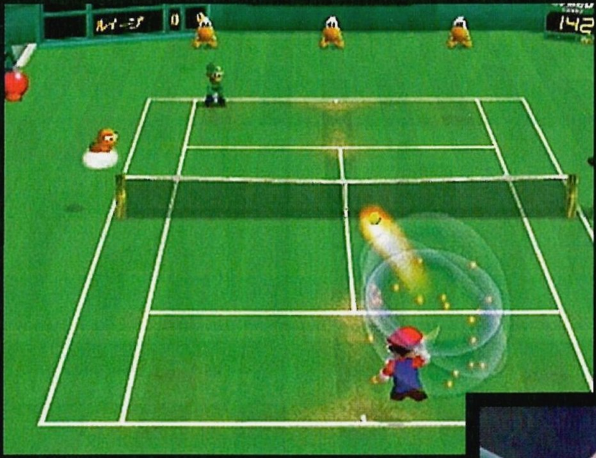
◁ An instant replay of a perfect smash from the Peach. She might look scrawny but she has shoulders to rival those of Venus Williams.

△ A Good vs Evil match between the brothers Mario and Wario.



◁ We'll never know how Luigi managed to reach that diving save. Well played, son.

This kind of view across the net would give Henman nightmares.



Four-player action is what Mario Tennis is all about.

Kong is one of the most powerful standard characters. Charging up one of his special shots results in this kind of pyrotechnic display.

She has a decent serve, for a girl. (Watch it – *Ed*)

No love lost between Mario and Yoshi. Just run away, dinosaur.

The unacceptable face of Mario Tennis.

There's a replay after every decent point, plus little inset scenes at crucial moments.

Wario was carrying far too much weight to get to that one.

Aim a sliced one at the umpire. He deserves it.

TENNIS
love game

Waluigi minces around the court like Dale Winton on Red Bull, but he really knows how to play tennis.

Well taken by Mazza. Baby Mario is here too.

Look out for Toady. He's a tennis demon.

QUICK JUMP TO RETROWORLD p16 NEW GOODS p15 PREVIEWS p18

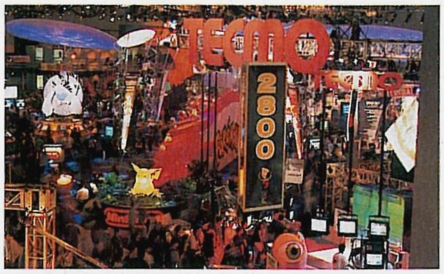
Nintendo committed to N64 and Game Boy

Dolphin, GBA delayed – 'Harvest time' for current machines...

The E3 show in Los Angeles is the world's biggest videogames expo, and every major and not-so-major software and hardware manufacturer traditionally takes this opportunity to show off their forthcoming products to 50,000 delegates from around the globe.

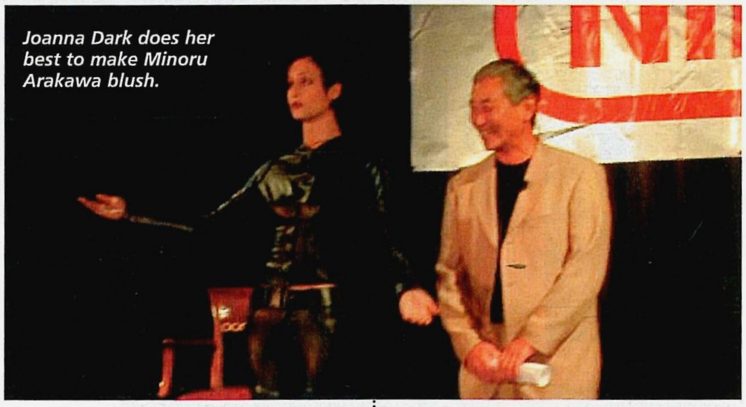
But with Sony relentlessly plugging the PlayStation 2 and Microsoft's latest X-Box demos showing on video, Nintendo decided to take a back seat in the next-gen hype wars. Minoru Arakawa, president of Nintendo of America, and Peter Main, executive vice president, sales and marketing, held a press conference to explain the reason for keeping both Dolphin and Game Boy Advance under wraps.

As things currently stand, the only way that Nintendo could have shown any Dolphin games would have been on video, as despite the existence of a large stockpile of finished IBM Gekko processors, the ArtX graphics chip remains 'on schedule' and has yet to be manufactured. Nintendo's own Tokyo Spaceworld show on August 25 will be the place where we get our first look at the completed machine.



Pikachu sits in his serene fountain at the heart of the chaos that is E3.

The Game Boy Advance hardware is actually finished, and a special developers' conference was held behind closed doors to welcome the 100 development teams which are currently working on the first generation of GBA games. The GBA name seems to have been finalised too. Import gamers will be able to get hold of the Japanese version in November, while everyone else will have to wait until a year from now, at the earliest, for the European release.



Joanna Dark does her best to make Minoru Arakawa blush.

The reason for delaying both machines is that Nintendo are in no hurry to release them. The Game Boy Color is the world's best selling games machine, and Peter Main confidently predicts that *Pokémon Gold* and *Silver* will become the most successful games of all time, selling a staggering ten million copies between the US release in October and the end of the financial year in April. The N64 is also exceeding sales expectations in the States, and since the launch of the transparent Funtastic colour range, has outsold both PlayStation and Dreamcast. Nintendo's total market share amounts to 48%.

Although the lack of any details about the next-gen systems was slightly disappointing, Nintendo's reluctance to abandon their current consoles makes good business sense. "This is a harvest time," said Mr Arakawa. "Let's make some money."

An estimated 90% of the total videogames market for the next year will be made up of current systems, and most people don't want to trade in their N64s just yet. Mr Arakawa promised a further 68-70 third-party N64 titles, plus the strongest line-up of in-house software in the company's history.

POKÉ WATCH

POKÉWRANGLE

Pokémon... go for the money.

"Pokémon! Gotta catch 'em all!" sings Jason Paige. And so he might well do, since the artist is suing Nintendo for wrongful payment. He was initially paid for a single advert, but when he heard his voice being broadcast across every medium known to mankind, his lawyer got out the calculator. Estimated earnings owed to Mr Paige? That'll be half a million dollars, sir.

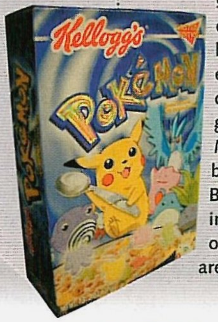
POKÉFROMAGE

Pokémon... get cheesy.

Masters of cheese, Kraft, have jumped on the Pokébandwagon. Yippee! Pokémon Action Flipz cards can now be found nestled within packs of Singles. Fifteen card are on offer, so cheese on toast is the order of the day in the offices from now on. Also, via the delights of the Internet, you can visit the Kraft website for a chance to win one of 100,000 rare Pokémon 3D Trainer Action Flipz. Or all of them, if you like.

POKÉ-FORTIFIED

Pokémon... are good for you in the morning.



We featured the Pokémon Cereal back in issue 41, and Kittsy came back from LA clutching a pack of that very same nutritious wonder. We're happy to report that Kellogg's have manufactured a toasted oat cereal with marshmallows that's laden with Pokémon goodness. We're not sure if it's had any effect on Kittsy's addled brain yet. The pack even offers you the chance to become the greatest Pokémon Master there ever was by spotting five Ledy Bas and five Hoot Hoots in the crammed collage on the back. They sure are crazy in the US of A.

Big in LA!

See the stupid expression a Conker box induces in a typical showgoer.

The one thing that strikes the first-time visitor to LA, apart from the heat, the gunshots and the shoeless tramps, is the sheer size of the place. And in keeping with the towering downtown skyscrapers and seven-lane boulevards, the E3 show at the LA Convention Centre was suitably vast.

Nintendo's presence was considerable, and around a third of the console hall was occupied by Pikachu and various friends from *Pokémon Gold* and *Silver*. English translations of the new games, plus the chance to grab some exclusive Pokémon freebies, ensured there was always a crowd milling around the *Gold* and *Silver* booth.

The most popular exhibit was the *Conker's Bad Fur Day* bar, a darkened tent with plenty of machines to play the game on and free beer to cater for thirsty showgoers. As soon as word got around, hordes of parched exhibitors left their posts on other stands, queuing for a sip of *Conker's* sweet nectar and an earful of top swearing. Two notable absentees from this year's event were *Riqa* and *Mini Racers* – missing, presumed wounded.

Although very close to release, *Perfect Dark* proved a big draw, thanks to the appearance of the 'real' Joanna Dark and her rubber catsuit. The game has been heavily promoted in the States, and the bars of LA were well stocked with *PD* beermats and Jo Dark posters. Expectations are sky high for the game, which was given 91 points by Nintendo's Mario Club testing department – the best rating ever awarded.

The voice recognition game *Hey You Pikachu* was showing in a translated English version, and it worked very well indeed. After the initial feelings of foolishness had subsided, chatting to a virtual Pikachu turned out to be quite rewarding. The bad news is that the game will cost a crippling $89.95 in the US, twice as much as standard titles, and the additional price of translating it into every European language might mean that we never see it in this country.

Third-party publishers were rather muted on the N64 front, and Acclaim's *Turok 3* and Capcom's *Resident Evil Zero* were among the few that looked like they could match the quality of Nintendo's premium in-house products. *The World is Not Enough*, EA's new Bond game, was displayed on a single machine in a disappointingly early state, and many of the more obscure titles such as Kemco's *Batman Beyond*, *Big Mountain 2000* and *Fighters Destiny 2* (both South Peak), *Polaris SnoCross* (Vatical) and 3DO's two forthcoming *Army Men* games are not yet scheduled for release outside the US.

We expect the Spaceworld show at the end of August to have more encouraging news from third-party publishers, as the last stragglers aim to release their wares before Dolphin steals all of the attention.

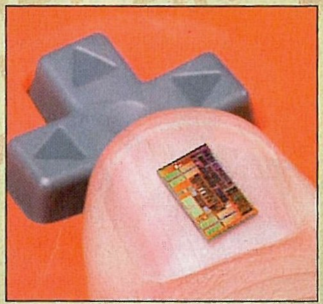
Hey You Pikachu is a really great therapeutic game, but not at 90 bucks a pop. Ouch.

DOLPHIN SPEAK!

The seventh in our monthly guide to overly complicated Dolphin jargon...

No.7: 1T-SRAM

Like in a PC, RAM is an essential part of the swift functioning of a system. Some revolutions have been taking place in this area, like SDRAM, but Dolphin should be sporting some neato wizardry inside to shift things along nicely. 1T-SRAM uses one transistor instead of the traditional six, which in turn uses less power to run. Sounds bad? Not at all, since results will beat traditional technology considerably. It'll use a quarter of the power (which means more power is freed up for other systems) and a ninth of the area. Circuit complexity will also be reduced, since there's only one transistor. Designers will now be able to exceed the density limits imposed by old-school DRAM and SRAM. All this will make Dolphin faster, meaner and leaner than its competitors.



Nintendo have yet to announce the amount of RAM to be contained in Dolphin. Our guess is at least 64 megabytes, but with such high compression it could well be less.

GO! GO!

POKÉSWEDE

Pokémon... sweep the board.

Dateline Sweden. April 12th. Stockholm hosts its first Swedish Game Awards. For reasons not known outside Sweden, the event is called Spelgalan 2000. A whopping 500 people turned up to find out which games are tops with Swedish gamers. Unsurprisingly, *Pokémon* for GB Color has picked up a FIA award in the People's Choice category. Bet Ninty are proud of that one.

POKÉDEUTSCH

Pokémon... have different names, you know.

The language of Pokémon is universal, yes? Well no, actually, since they have different names in other countries. For the most part the Japanese names have stayed the same, but the Germans have typically quirky interpretations. Snorlax becomes Relaxo, Bulbasaur is Bisasam, Squirtle is Schiggy and Charizard is Glurak. Which all makes perfect sense to us, of course.

There are more SHORT CUTS on page 16 GO! GO!

Nintendo speaks!

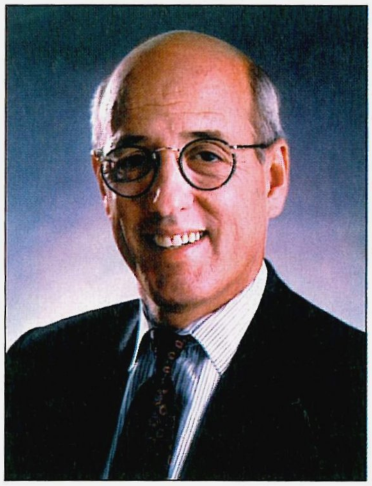
Head honchos speak from E3 floor.

At the world's most important games show, Nintendo's biggest names took the opportunity to talk about the company's future plans. And the news is *very* encouraging: a full unveiling of Nintendo's next-generation boxes at Spaceworld in August, a strong line-up of games at launch, and – just maybe – a Dolphin version of the splendid *Lylat Wars* in the works.

Peter Main, Nintendo of America's main marketing man, believes only Nintendo can fully exploit next-generation technology. "It's one thing to engineer a fast processor," he says. "But it's another thing to convert that horsepower into something that gamers are really willing to stand up and applaud about. We'll be continuing to find better innovation n software, and when we come to the market with Dolphin next year, we'll have a wider range of games from people who've been writing them since Dolphin's development began. We're in great shape."

Also revealed were plans for relationships with Dolphin developers. Nintendo want the majority of Dolphin's games to come from Nintendo themselves, along with second-party developers – Rare, Factor 5, Left Field and the like – who'll have the benefit of Miyamoto and co's help. "The core of Nintendo's business is Mario, Link, Pokémon and so on," reveals Peter. "We'll use our partners to build Dolphin-only games that extend those franchises, and in the least amount of time. But, be assured, we will not turn our back on third-party developers."

And what about *Lylat Wars*? Shigeru Miyamoto himself mentioned in an E3 interview that "we accomplished everything we could with the N64 version of *Lylat Wars*. Because of that, we won't consider a sequel until the release of Dolphin". Fingers crossed for that then...



Peter Main – the 'main' man. Geddit? Main? C'mon, laugh now. Please don't kill us.

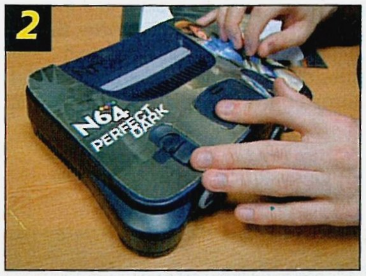
HOW TO...

stick on your exclusive N64 Perfect Dark console sticker

Your N64 is a highly precious thing, so you wouldn't want to ruin it by cackhandedly slapping some piece of tat diagonally across it. Oh no. You want a sleek, sexy, decorated piece of sophisticated hardware. This operation will require skill, dexterity and a supernatural understanding of bubbles.

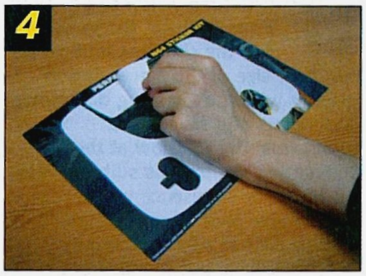
***1** Remove the console sticker from its moorings. Don't be too hasty, or there'll be tears.*

***2** Starting from one corner, so that it's placed correctly, put the sticker on your N64. If you put it on all at once you'll get air bubbles. Oooh.*



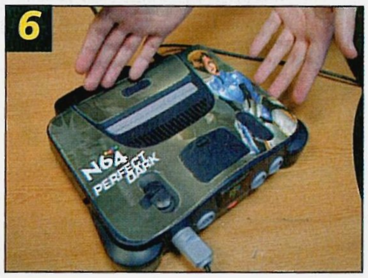
***3** The essential bubble removal process. Even sticking geniuses may encounter this. For tiny bubbles, simply take a flat thing (we've used Alan's lethal Jujitsu chop) and wipe it across the bubbled area sideways, right to the edge.*

***4** You're on the home straight. You've got one sticker in the bank, and no-one can that away.*



***5** Following the same process as before, stick the second sticker onto the top bit. Make sure you don't obscure that Nintendo logo or Shigsy will duff you up.*

***6** And, that's it – it's done! That wasn't too painful now, was it? A thing of beauty and no mistake. Show it proudly to your family, your friends and randomly selected strangers. They'll be dead jealous – mark our words...*



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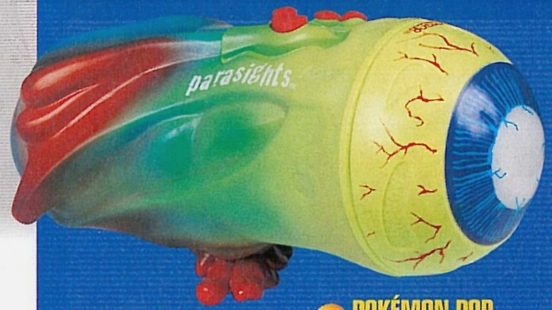


RADICA PARASIGHTS GAME

Radica • 01992 503133 • £9.99

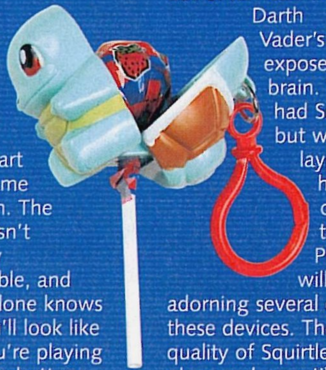
Odd one, this. Basically, you plaster the eerie eyehole bit to your face and play a starship shooty game visible within. By revolving the sickly blue-green eyeball on the end, your ship moves around the outside of the gaming area. You fire by pressing the knobbly buttons on the side, which also toggle sound, start a new game and so on. The eyehole isn't incredibly comfortable, and heaven alone knows what you'll look like when you're playing it, and the buttons are a bit odd to use, too, but it's a vaguely original concept and the game's okay. And hey! It's virtual reality!

90%

POKÉMON POP TOPPER

Hasbro • 01633 278770 • £1.99

Despite its pretentious name, this is a candy lolly stick thing trapped in the loving stomach of a Pokémon. Unsurprisingly, you crack it open and savour the sweetness within. Almost as good as those Star Wars ones where you push it up and the lolly sticks out of its head like Darth Vader's exposed brain. We had Squirtle, but we're laying hefty odds that Pikachu will be adorning several of these devices. The quality of Squirtle is okay, and you still have him afterwards for other purposes. But it's just a lollypop, and that qualifies it as genuine tat of a high order.



79%

POKÉMON SPIN POP CANDY

Hasbro • 01633 278770 • £2.99

And here it is! The forces' sweetheart Pika sits on a lofty plinth with a lollypop sticking out of his head! What's the spin part of its name mean, you say? Well, press a red button on the side of the plinth and the lollypop spins like a Dervish via the gift of magic. In fact it spins a bit too quickly for the human eye or the human tongue, but never mind, eh. The lollypop stick, once licked clean, is removable, leaving you with a noisy Pikachu on a platform. This is solidly built and pleasing to look at, but Pika looks just a little a bit too shocked and emaciated for our liking.

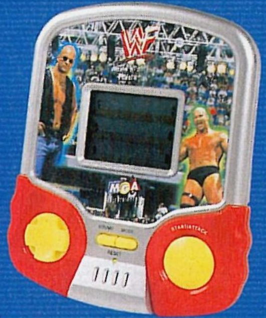
82%

POKÉMON JAWBREAKER TAKER

Electronics Boutique • £2.99

Oh, my. More curious contraptions. Try putting this keyring in your pocket and book yourself in for a plastic hip operation – it's enormous. That said, it's a pokéball, this time with a jawbreaker inside. Spin the dial on the bottom and the jawbreaker revolves in either direction. It's solidly built, apart from the obligatory tatty keyring bit, which we're sure is put on just so they can call it something other than a sweet. Exactly what you do in a few months' time when the jawbreaker's gone is anyone's guess. Good tat. Oh yeah, you get three Pokémon stickers too.

77%



WWF LCD HANDHELD GAME

TCL Marketing • £9.99

Only marginally worse than a few of the N64 wrestling games out there, you take on the role of Kane (he's a bad man) in his epic quest for the championship belt. Using approximately no animation, you move across and hit the attack button, delivering an uppercut to your foe and then jump up to the next ring and repeat. Get to the very top and you get kicked in the shin. Game over. This is built well enough to feel solid, but LCD games have been infinitely better than this since 1982 and this is awful. How do these people sleep at night? On a bed of notes, perhaps?

62%

GAME BOY BATH GAME

Grosvenor • 020 7470 1900 • £1.99

Showering is dull, so liven up the tedium by getting the balls into the little semicircles. This shower gel looks like a Game Boy Classic, only bright yellow or silver. And a lot heavier. Now there's a lesson: shower gel is heavier than electronics. The pleasing rubbery buttons on the front propel the balls skyward, whilst the likes of Mario and Ash peek out from behind. The gel itself smells a bit like talcum powder, but does the job. Take it on the tube in London, and observe the strange looks you get from city commuters, as they play with the real thing.

86%

WIN!

A WHOLE LOAD OF SUGAR!

Rot your teeth good and proper with this month's sweet pleasures. The jawbreaker taker, the spin pop candy AND a Pokémon keyring lollypop jobby can all be yours! Simply concentrate hard, clear your mind and the answer will become obvious.

Which of these ingredients do most sweets have in common?
a) red pepper, b) sugar, c) dog

Answers on the back of a postcard to:
Sweet Sweet Candy Competition
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
To reach us no later than 10th July.

GO! GO!

POKÉ-FORTIFIED 2

Pokémon... just can't keep off the breakfast table.

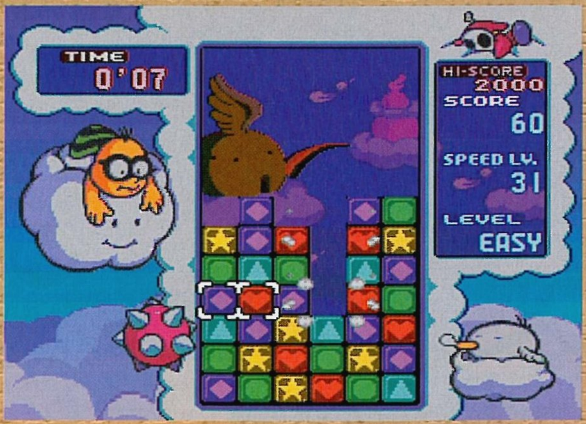
Nintendo have twigged that breakfast is when we are most susceptible to marketing, so partners in crime Kellogg's have announced the arrival of limited edition Pokémon Pop-Tarts. Boasting the new Wild Cherry flavour, these will have Pika and his band of friends splashed all over them (and your breakfast table) like a teenager's aftershave. Apparently, yellow Pika frosting is topped with Pokémon sprinkles in four shapes: yellow Pikachu, blue Poliwrath, pink Chansey and orange Charmander.

POKÉ-WRESTLING

Pokémon... are fighting it out.

The *Pokémon Stadium* Championships 2000 will shortly be arriving at GAME and Elctronics Boutique shops nationwide. Visit www.pokemon-stadium.co.uk to register for your chance to scrap the stuffing out of strangers in your area, or visit a Burger King. More than 260 stores will be taking part, and each store will have 128 people in the first round. Successful entrants will be notified by post, so get practising.

N64's time machine is open and ready for business.



TETRIS ATTACK
Nintendo • 1995

Now that *Pokémon Puzzle League* has crept from beneath Nintendo's cloak of secrecy, it's worth taking a look at the game that influenced it. *Tetris Attack* on the SNES proved that even when The Big N were adapting other people's ideas rather than conjuring up their own, they could still weave their own brilliant brand of magic.

In common with *Tetris*, *Tetris Attack* featured a well filled with coloured blocks. But, unlike the seminal Russian puzzler, *Tetris Attack*'s blocks were all regular squares, and pushed their way up from the bottom of the screen rather than toppling down from the top. Using a two block-wide cursor, the aim was to switch pairs of tiles (or shunt single blocks along a row) to create lines of three or more – which, in true *Tetris* tradition, would then vanish, leaving the blocks above to tumble into the new gaps.

Simple stuff – but frighteningly close to the sheer, unputdownable brilliance of *Tetris* itself. Like every Nintendo game, the whole *feel* of *Tetris Attack* had you hopelessly hooked within minutes. The flawlessly responsive controls, the animated backgrounds filled with jiggling *Yoshi's Story* characters, the satisfying way the blocks bounced slightly as they settled – even the title screen message ("Now let's all play together... together under the clearest of blue skies") showed how much Nintendo wanted *Tetris Attack* players to simply have *fun*.

Tetris Attack was far more enjoyable than comparitively more famous puzzlers like *Yoshi's Cookie* or *Dr Mario*, so it's heartening that Nintendo should choose it as the backbone of *Pokémon Puzzle League*. We simply can't wait.

TRANZ AM
Ultimate Play The Game • 1984

Diddy Kong Racing, *Mickey's Adventure Racing*, *Donkey Kong 64*'s racing sub-games... Rare are dabhands at bringing speed-based thrills to the N64. And if you step back 17 years, you'll find the Twycross coders – in their 'Ultimate Play The Game' guise – doing exactly the same thing for the humble Sinclair Spectrum.

Written by the Stamper Brothers themselves, *Tranz Am* was set in the wastelands of Earth in the year 3472 – a typically Mad Max-esque vision of the future, and the perfect place to take your 'Red Racer' out for a test drive. The quest seemed simple – collect eight randomly-placed Ultimate Cups, and weave around obstacles to fool the chasing Deadly Black Turbos into colliding with the scenery – but, being a Rare game, it was anything but.

The laughably simplistic desert, which scrolled around in eight directions ("Incredible Multi-Directional Movement!" screamed the typically over-the-top manual), was realistically barren, with only the odd cactus or rock available to break up the endless miles of plain yellow sand. But the speed was the thing, and this, coupled with the size of the map – 600 times the size of the playing area – was the closest Spectrum owners could get to playing one of the primitive arcade machines of the time in their own homes.

Next to the revolutionary 3D of *Knight Lore* and the irresistible slickness of *Sabre Wulf*, *Tranz Am* was far from Ultimate's finest hour. But as a hint of the silky controls and all-out speed that Rare would bring to their future racing titles – from *RC Pro-Am* on the NES to *Diddy Kong* on the N64 – it's a quality slice of retro gaming.

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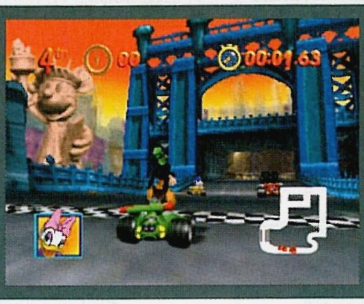
COMING SOON

Updating you on the N64 games of the future

QUICK JUMPTO ▶ TUROK 3 p21 MEGA MAN 64 p21 CAT ROOTS p23 POKÉMON PUZZLE LEAGUE p24

E3 SPECIAL E3 SPECIAL E3 SPECIAL E3 SPECIAL E3 SPECIAL E3 SPECIAL E3 SPECIAL E3

PLAYED AT E3 GAMES EXPO



△ Mickey's sliding wheels leave rubber trails on the track.

There are six characters available at the start, plus a few secret ones. ▽

△ It's just as fast with two players.

◁ Detailed cities form the backdrop to certain stages.

Mickey's Speedway USA

First play of Rare's new racer.

What would you do if you were Mickey Mouse and your dog Pluto had been kidnapped by weasels? Why, if you were any kind of mouse at all, you'd get in your go-kart and race those rascals across America in order to rescue your hound.**

Mickey's Speedway USA places Minnie, Daisy, Donald, Goofy and the rest of the gang in turbocharged buggies for some seriously *Mario Kart* action. Although produced by the same company as *Diddy Kong Racing*, the game is closest in style to the original SNES *Mario Kart*, with a tight hop-turn-slide manoeuvre, tokens which increase your top speed and boost chevrons in awkward areas of the track.

There are five Grand Prix circuits, each of which has four separate courses. The first three circuits are available right from the start, the fourth is unlocked when you've won gold cups on the first three, and the final circuit can only be raced once you've found the required hidden items from all the other tracks. All of the circuits have an American theme, so keen tourists (and real Americans) should recognise such landmarks as Yellowstone Park, the Grand Canyon and various parts of New York. We think it would be particularly cool if Mickey gets to race through his own theme park in Florida too.

With an authentic Disney look and a continuous audio commentary from the characters themselves as they jostle for position, *Mickey's Speedway USA* looks and sounds the part. Apart from a battle mode which didn't appear to be working in the E3 version, it appears to be very close to completion, and it won't be too long before we get to see just how well it compares to *Mario Kart* and *Diddy Kong Racing*. Ⓝ

First play... *It's Diddy Kong Racing all over again, except without the hovercraft and aeroplanes. You have to hop to slide round a corner, which makes it seem very much like the original Super Mario Kart. The weapons seemed to be weak though. Played it on Professional mode and got lapped. In a three-lap race. The shame.*

Visuals... *The characters are instantly recognisable and the backgrounds look like exactly the kind of places where you'd expect to find talking mice and half-human dogs. The framerate is perfectly smooth too. Lovely.*

INFO BURST

MICKEY'S SPEEDWAY USA	
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Dec	Dec	TBA

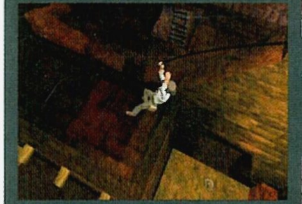
ANTICIPATION RATING: 4 out of 5

△ Somebody feels the wrath of Donald Duck. Painful.

We didn't find the hidden turbo start. ▷

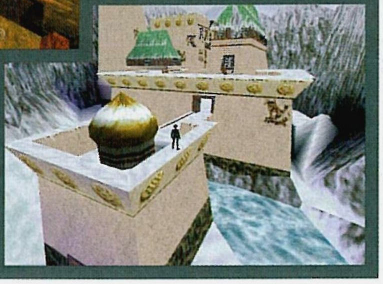
Indiana Jones

Whip-crackin' tomb raider.



△ You get to drive vehicles like that one. They're way too fast to control at the moment.

△ Indy can swing with the aid of his trusty bullwhip.



Bet there's an eyeball-eating bad guy in that temple. ▷

Step aside, Lara Croft. The man with the bullwhip has returned to claim his rightful place as the world's premier action archaeologist.

In a very *Tomb Raider*-ish turn of events, Indiana Jones must dangle from ledges, leap bottomless chasms and shoot dangerous things in order to stop the Soviets from using the fabled Infernal Machine to spread communism to other, more gullible dimensions. Indy was doing all of these things before the lovely Lara was even born, and in this updated N64 conversion of a PC original, he does it better than ever.

There are many improvements from the PC version, including analogue movement, friendlier controls, better animation and a *Zelda*-style Z-targeting system. The game has been rebuilt from the ground up by N64 experts Factor 5, and also includes their own voice compression technology to give Indy a wide range of wise comments. With a Jeep race, white-water rafting and a minecart section, there's more to it than just exploration. We'll have lots more shots and info on *Indiana Jones* very soon.

INFO BURST

INDIANA JONES AND THE INFERNAL MACHINE

FROM:	LucasArts
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Autum		TBA

ANTICIPATION RATING: 4/5

First play...
Indy looks super crisp. The resolution is impressive and it doesn't appear to slow down at all, although it was hard to find anywhere with more than one enemy to fight. The controls are simple enough, thanks to The Legend of Zelda-style context keys that appear in the top corner. Your items are mapped to the C-buttons, and A and B give different actions depending on what you're doing and which object you're holding.

Enhanced
Having never played the PC original I couldn't tell exactly how much of an improvement this version is, but since there's nothing else quite like it on the N64, it does look very exciting. The Jeep section I played is seriously fast and the camera seems smart enough.

Bomberman 64 The Second Attack

An explosive threequel from Hudson.

◁ This zone is filled with spooky green gas. It smells harmless.

△ The lad with the bombs can throw and kick his explosive cargo.

After *Bomberman 64* and *Hero* made us cry, we'd practically given up on Hudson's ability to restore the old magic to the *Bomberman* series. Finally, though, the N64 looks set to receive the bomb-chucking experience it deserves, thanks to *Bomberman: The Second Attack*.

△ Causing havoc in the subway, just like that scene in The Matrix.

The one-player story mode that's always represented the worst of N64 *Bomberman* makes its inevitable return, but this time there are seven themed worlds, multiple endings, new types of bomb (including ice, lightning and fire) and a helpful buddy called Pommy who needs feeding to develop his abilities. Intriguing, but we still wouldn't count on *Second Attack*'s one-player offering much enjoyment.

The multiplayer game, though, *is* worth getting excited about. As well as a co-operative two-player game (featuring Pommy) and a competitive, split-screen four-player mode, the Arena game has been dragged back to its SNES roots, with around ten flat maps, kickable bombs and fewer needless power-up icons. Fingers crossed, this should be great.

INFO BURST

BOMBERMAN 2

FROM:	Nintendo/Hudson
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Summer	TBA	Summer

ANTICIPATION RATING: 4/5

First play...
Having experienced the disappointment of the two previous Bomberman games and the awful Jap-only Bomberman B-Daman, I wasn't expecting to be impressed by Second Attack. Although it doesn't look like much of an advance from the other titles in the series, it's definitely the best of the lot. The gameplay is closer to the classic SNES formula, and features lots of linear 3D platform levels.

Multiplayer...
Hudson ruined the multiplayer game in the first N64 Bomberman and forgot about it completely in the second, so it was a relief to see a more traditional set of 2D maps and many of the classic power-ups from the Bomberman games of old.

GO! GO! ▷

PLAYED AT E3 GAMES EXPO

Battle for Naboo

Vehicular va-va-voom from Factor 5.

Eh? More driving fun? Haven't we been there already with *Pod Racer*? Actually no, since *Battle for Naboo* will focus more on shooting than racing. It's brought to you as a joint venture between LucasArts and Factor 5 and will resemble *Rogue Squadron* – they've used the same engine.

Which is not to say it'll be a repeat performance, mind. You'll be able to pilot four main vehicles in the game: the nippy N-1 starfighter, a stolen Trade Federation gunboat, the mighty Gian speeder and the STAP battletank thing. Naturally, these will all have radically different handling qualities. Mum's the word, but like in *Rogue Squadron* there should be a very tasty array of secret extra vehicles available later in the game.

The plot diverges from the film, following Lt. Gavyn Sykes in his valiant quest to liberate the planet – you get the idea – but will coincide with critical events from the movie itself.

Factor 5 are promising different types of combat, including ground-to-ground, air-to-air and air-to-ground. Exactly how this will work remains to be seen but we can't wait. Expect more news just as soon as we get it.

INFO BURST

BATTLE FOR NABOO	
FROM:	Nintendo
CART SIZE:	TBA
HOW MANY PLAYERS:	1
CONTROLLER PAK:	TBA
EXPANSION PAK:	No
RUMBLE PAK:	TBA
TRANSFER PAK:	No

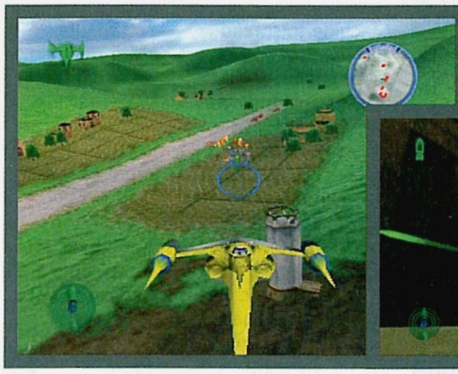
WHEN'S IT OUT?

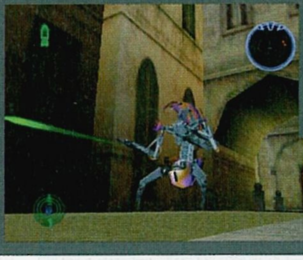
US	UK	Japan
Oct	Nov	Nov

ANTICIPATION RATING: 4/5

First play...
It's very much like the previous game in the series, Rogue Squadron. This time, though, the graphics look better, there's less fogging, and more mission objectives are promised.

Outlook
The combination of Star Wars and N64 has been a huge hit in the past. This game is sure to repeat that success.





◁ *Looks like the Naboo fighter available as a cheat in Rogue.*

△ *The lush grassy hills could be from Mario Golf.*

◁ *Factor 5's graphic artists have done a good job.*

Eternal Darkness

It's getting dark out here...

Silicon Knights, responsible for the excellent *Blood Omen: Legacy of Kain* on PlayStation, bring us another beautiful yet intensely disturbing 3D experience. The Canadians have recently been signed as second-party developers, which means, like Rare and Retro, they design games exclusively for Nintendo.

You take the role of 13 characters through a 2000 year period, switching between each one at various points in the game. This obviously means there'll be a huge variety of locations on offer, as well as a matching array of weapons, ranging from a Roman sword to a current-day nuclear arsenal. A mammoth-sized cart should incorporate some engrossing Dolby Surround Sound effects.

One of the most interesting features, though, will be the Sanity Meter. Seeing strange things will lower it as your character loses his or her grip, and handling will change if it gets too low, causing 'strange things' to happen.

The story is a clear descendant of H.P. Lovecraft's superb Cthulhu series. Mighty and perverted creatures once ruled the Earth but were sealed away behind ice and the game will follow their attempts to reassert their mastery over mankind.

The camera system may resemble the *Resident Evil* games, but it'll be fully scalable, and since it's not pre-rendered it should be a lot more interactive. Frankly, we can't wait.

INFO BURST

ETERNAL DARKNESS	
FROM:	Nintendo
CART SIZE:	512Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	TBA
EXPANSION PAK:	Yes
RUMBLE PAK:	TBA
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Oct 31	TBA	TBA

ANTICIPATION RATING: 5/5

First play...
With a game this huge, you really need to spend a few hours getting to know it, and in the hectic atmosphere of E3, that just wasn't possible. But while the finer points of the gameplay had to remain a mystery, it's obvious that Eternal Darkness is shaping up to be a top quality Nintendo debut from Silicon Knights.

Camera
The camera switches angles at preset points, just like Resident Evil. In fact it seemed to switch a little too much for comfort, making navigation quite awkward. It's another one of those things that you need to spend time getting used to. This is no simple pick-up-and-play game.

△ *Shaking hands with a skinless demonic fiend. Not a smart idea.*

△ *Centurion experiences some pain in this cut scene.*

◁ *Nice medieval monk action.*

PLAYED AT E3 GAMES EXPO

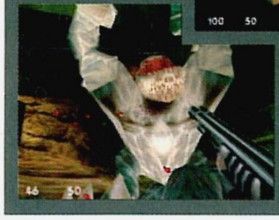
Turok 3

Acclaim's stunning dino reprise.

That wreck came from the Bermuda Triangle.

Give it a dose of explosive shotgun shells.

A boss with a bulging belly ripe for popping. Come here!



These chunky Pur-Lin types cause the floor to warp.

After checking out a fairly early version of Turok 3 last month, we met up with David Dienstbier, the man behind the whole *Turok* series, to take a look at the very latest build of the game.

There have been some major changes to the traditional *Turok* gameplay, including mission objectives that evolve as you progress through each level, a selection of gadgets including night vision goggles and a hookshot, and no more save points. Since most people hated having to walk miles to get to a save point ("Can't blame 'em," admits David), *Turok 3* lets you save at any point.

Another relic that *Turok 3* has abandoned is the familiar heavy fogging. This time you can see just about as far as you want to, exposing more of the complicated environments. Effects like warping shockwaves and flames are handled with ease too. It was the only first-person shooter at the show that didn't look shoddy compared to *Perfect Dark*.

A fine view of the business end of a bug.

INFO BURST

TUROK 3	
FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Oct	Oct	TBA

ANTICIPATION RATING: 5/5

First play... This has improved so much since the last time anyone saw it, it's effectively a completely different game. Few games at the show came close to matching Turok 3's graphics, and the most amazing thing about it is the fact that it runs so smoothly in hi-res. The aiming control is nicely weighted.

Multiplayer There are 32 arenas, including eight taken from Turok 2 and Rage Wars. The bots weren't available in the E3 version but the game was fast and smooth with four human players in hi-res.

Cut scenes Acclaim have created detailed polygonal faces for each character, giving a range of expressions in the 40 minutes of cut scenes.

Mega Man 64

From 2D to 3D for the boy in blue.

Mega Man has been lost in the wilderness for years, and Capcom *want* you to believe *Mega Man 64* is a brand new adventure for the blue-clad superkid. It isn't. *Mega Man 64* is, in fact, a direct conversion of the two-year-old PlayStation game, *Mega Man Legends*.

The tanks are manned by cute little robots called Servbots. Lovely.

That's no bad thing, though. *Mega Man Legend*'s impressive mix of 3D adventuring, role-playing and all-out blasting makes for a gripping, vaguely *Zelda*-esque game in *Mega Man 64*.

The first few minutes alone combine tense shoot-outs in tight corridors, exploration of a bustling, atmospheric village, and a battle with ginormous robots in a skyscraper-filled town. There are some beautiful cut scenes sandwiched between each section, and the characters are a truly loveable bunch – especially your crazy dancing monkey companion.

For the N64 version, Capcom are promising redesigned maps, improved visuals, and a new 'Time Attack Event', where finishing a level within a set time will net a prize or two. Excellent stuff – more soon.

There's a good mixture of indoor and outdoor scenes.

Run for it, Mega Man. Coward.

INFO BURST

MEGA MAN 64	
FROM:	Capcom
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

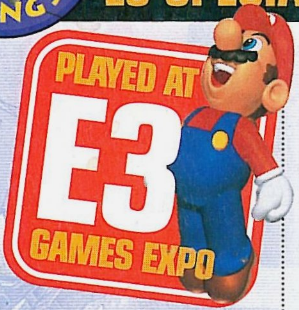
US	UK	Japan
Sept	TBA	July

ANTICIPATION RATING: 4/5

First play... On a machine sandwiched between two Resident Evil Zero demo units, this didn't look particularly impressive. It betrays its PlayStation roots, but the stylised, simplistic graphics aren't a problem in this kind of game. It's fun to play and easy to control.

Servbots The Servbots, the cute enemies thrown at you by the evil Bonne family, are too sweet to slaughter. Well, almost. Once shot out of their protective vehicles, they try to run for cover amongst the nearest tall grass, where you won't be able to spot them. Pleasingly, Mega Man 64 allows you to terminate them before they have the chance to escape.

GO! GO!



Paper Mario

Mazza goes lo-fi.

First play... *It looks striking, but because the text was in Japanese, it was hard to make much progress.*

Combat... *When you bump into an enemy, the screen switches to battle mode. Mario's options are displayed in balloons above his head. After each round, any allies you might have in your party can make their own independent decisions.*

INFO BURST

PAPER MARIO	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

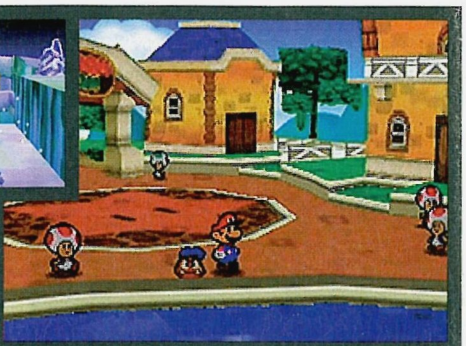
WHEN'S IT OUT? US: Dec — UK: TBA — Japan: Oct

ANTICIPATION RATING: 4/5

We saw this at Space World last year, when it was known as ***Super Mario Adventure***, the sequel to the SNES game ***Super Mario RPG***. Now it's ***Paper Mario*** (or ***Mario Story*** in Japan), and despite its many titles, it's an unmistakable game.

The name comes from the amazing visual style in which the characters all appear to be animated on fluttering pieces of paper. The backgrounds are solid, but Mario is as light as a feather and capable of drifting under doorways or through the narrowest gaps. Although there's some platform exploration to do in this scrolling 2D quest, most of the adventure relies on RPG skills. Battles are turn-based, and just like Pokémon, you have to choose an attack from your list and then wait to see the consequences.

You'll meet other characters along the way and you can collect items to increase your stats, making your attacks more damaging. Intriguing, but we're sceptical about the US release date, December 26.



△ *Ice worlds are just as slippedy-slidey when they're papery.*

△ *Even Luigi gets to pretend he's important.*

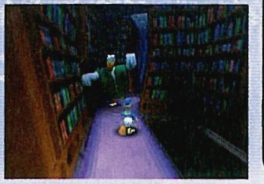
◁ *Mario battles a paper boss.*

Donald Duck

Disney's quacking good adventure.

First play... *Because the game was at quite an early stage and some of the basic collision detection wasn't working, it would be unfair to pass any judgement on it. It looked good enough, and there was one tense section in which Scrooge had to flee from a pursuing enemy, running towards the screen. It was better than the equivalent bit in Tarzan anyway.*

Mastery... *There was a handy level select menu so that visitors to the Ubi Soft stand could get a fair impression of what to expect from the finished game's 24 levels. They all appeared to be variations on a 2D theme, although there are supposed to be a few full 3D ones in there too.*



Donald Duck is a veteran of 16-bit platform games but this is his first ever foray into 3D. Well, sort of, because most of ***Donald Duck: Quack Attack*** uses 2D mechanics in a 3D world, rather like ***Disney's Tarzan***.

Donald and his family have 24 levels in which to rescue Daisy Duck from the clutches of the evil magician Merlock. The E3 version had Scrooge McDuck as a second playable character, and looked very nice thanks to the updated *Rayman 2* engine at its heart.

The twist in this standard platform formula is Donald's psycho mode. When repeated contact with enemies pushes him over a certain annoyance threshold, he goes ballistic, turning into a swirling cloud of flying limbs. There are other moods too, and the type of special attack available changes for each one. A combination of unusual camera angles, tricky platforms and the most foul-mouthed character on Disney's books could turn out to be a winner.

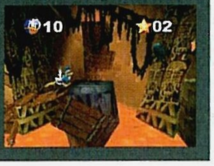
INFO BURST

DONALD DUCK	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT? US: Autumn — UK: — Japan: TBA

ANTICIPATION RATING: 3/5

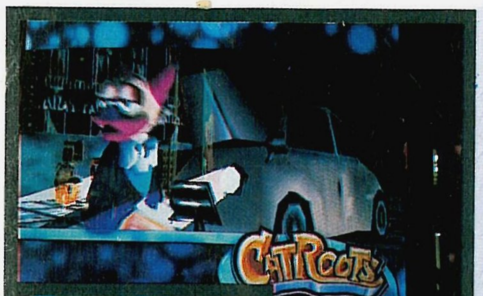
The game's Rayman 2 roots mean it looks a lot better than average. ▷



Vanishing platforms. Help! ▷

◁ *Looks like he quacked his last.*

PLAYED AT E3 GAMES EXPO



△ Apologies for the quality of these photos...

◁ ...But even Nintendo didn't have any shots.

Cat Roots

Feline mysterious.

Every show has at least one game that comes as a complete surprise, and this year's E3 was no exception. ***Cat Roots*** **turned up on the Nintendo stand at the very last minute, and nobody seemed to know anything about it. It was showing as a video on a single monitor, tucked away in a corner between *Turok 3* and *Resident Evil Zero*, and most people just walked straight past it on their way to join the *Mario Tennis* queue.**

The video opened with a shot of an opera-singing female cat being assaulted by a mallet-wielding clown. The scene then switched to a streetwise purple cat strolling down an alley. The cat is beaten senseless by a mouse, pinned to the wall with shurikens, incinerated with a flamethrower and, finally, skewered by the mouse's stiletto tail. And that was it.

We don't know whether these were in-game sequences or cut-scenes, but we took photos. Rumour has it that *Cat Roots* is developed by Marigul. We'll tell you more next month.

First look... *The graphics are gorgeous and the humour is nice and sick. Imagine Itchy & Scratchy in 3D and you'll know what to expect. Although it was very sharp and smooth, the rumour that Cat Roots was actually a Dolphin game is very hard to believe. It looks good, but not that good.*

Gameplay... *Since the video didn't have any on-screen displays, I'd imagine that it was showing cinema scenes. As for gameplay, that's anybody's guess. Platform game, maybe.*

This clown ▷ attacks Opera Cat with a mallet. Purple Cat must save her (we think).

◁ Fine mallet action.

INFO BURST

CAT ROOTS

FROM:	Nintendo
CART SIZE:	TBA
HOW MANY PLAYERS:	TBA
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING

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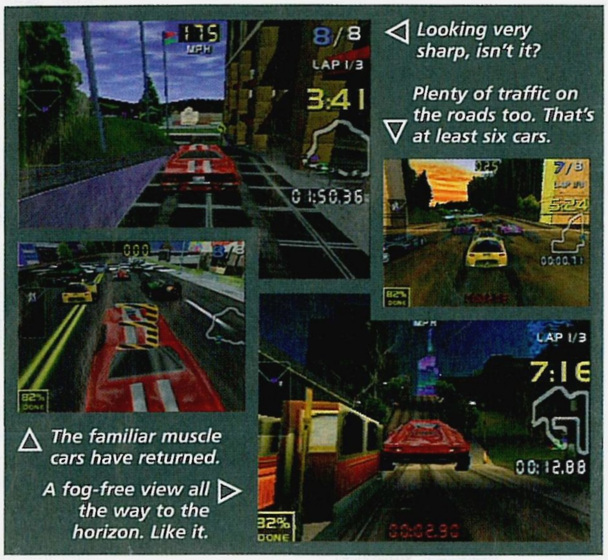
PLAYED AT E3 GAMES EXPO

Rush 2049

Third time around the track for Midway's stunt racing.

First play... *Previous Rush games have been highly rated in the States, but we've come to know them by their sticky handling and fog. This is different, though, and by far the fastest and smoothest Rush there has ever been.*

Tracks... *The courses appear to have been designed from scratch, with even more secret routes and plenty of vast American cityscapes.*



◁ *Looking very sharp, isn't it?*

Plenty of traffic on the roads too. That's at least six cars. ▽

△ *The familiar muscle cars have returned.*

A fog-free view all the way to the horizon. Like it. ▷

INFO BURST

RUSH 2049	
FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT? US: Sept · UK: Oct · Japan: TBA

ANTICIPATION RATING: 4/5

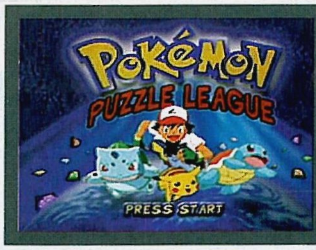
With the news that *Stunt Racer 64* has been dropped by Midway, *Rush 2049* has the high-jumping, barrel-rolling, car-trashing world of N64 stunt racing all to itself. Luckily, it's shaping up to be a real racing treat.

The version at E3 was all but finished, with a selection of future-oriented San Francisco tracks that lent themselves perfectly to the outrageous stunts and breathless speed that *Rush 2049* specializes in. There are ten tracks in all – including four stunt tracks – but there's the option to race all of them both reversed and in mirror mode, making for a total of 40 distinct racing experiences.

While the love-it-or-hate-it floaty *Rush* handling is largely unchanged, Midway have done away with the foggy tracks, bulbous cars and average looks we've come to expect from the series, making *San Francisco Rush 2049* a much more attractive prospect than its predecessors. Much more next month.

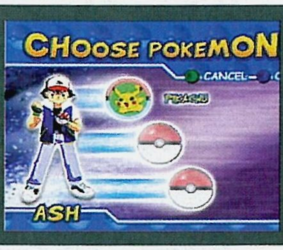
First play... *Tetris Attack remains one of the very best SNES/ Game Boy puzzle titles, so it's great to see it alive and well in semi-3D on the N64. The slick controls are perfect and the cylindrical playing area isn't as confusing as it first appears.*

Pokémon... *The only slight disappointment is the limited role played by the monsters. There's lots of Pokémon presentation, but when it comes to the real gameplay, Pikachu takes a back seat.*



◁ *You don't fool us – we recognise Tetris Attack.*

Your choice determines your playing style. ▷



There's a nice Pokémon fanfare as you prepare to do battle with a mate. ▷

Pokémon Puzzle League

Gotta match 'em all.

This game variant is played without the brand new 3D well. ▷

INFO BURST

POKÉMON PUZZLE LEAGUE	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

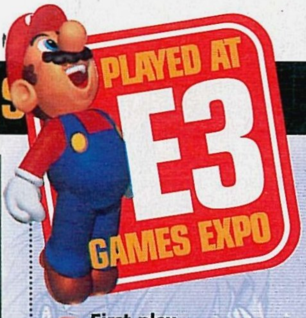
WHEN'S IT OUT? US: Sept 24 · UK: Nov · Japan: Sept

ANTICIPATION RATING: 4/5

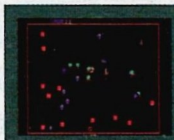
So, *this* is the mysterious *Pokémon Attack*. The game that tip-toed quietly onto Nintendo's release schedule a few months back finally showed its puzzly face – and its fancy new *Puzzle League* title – at LA.

The game is hugely reminiscent of the classic Yoshi-starring SNES game, *Tetris Attack*. Starting with a well full of coloured blocks, the aim is to switch pairs and create vertical, horizontal or diagonal lines of three like-coloured tiles, which then disappear. Unlike *Tetris Attack*, though, *Pokémon Puzzle League* has a rotating, cylindrical well, meaning that your overworked brain often has to think about tiles that are hidden from view. Frantic and frustrating, but impossible to stop playing.

Sadly, the Pokémon connection doesn't extend much further than Pikachu and co. dancing away in the background, but that should still guarantee *Puzzle League* a special place in our hearts when it arrives in November.



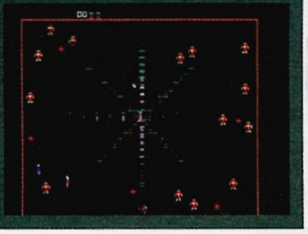
Midway's Arcade Hits



Hectic shooting action from Robotron.

Anyone for Joust? Thought so.

Sinistar was recently resurrected as Armada on Dreamcast. It's great.



Is the original game better than the 3D N64 update? Tough one.

Coin-op classics cleverly converted.

With *Namco Museum 64* 'doing the business' in the USA, everyone's making a grab for the retro bandwagon. Midway are no exception – this compilation of six of their early-'80s arcade classics is all set to bring a tear to the eye of nostalgic 20-somethings everywhere come Christmas.

Midway's Greatest Arcade Hits features six seminal coin-ops: *Spy Hunter*, a supremely quick top-down racer; *Tapper*, an odd little game starring a harassed bartender; *Joust*, an absolutely superb single-screen battle game that shone on the Game Boy Color earlier this year; and *Defender*, *Robotron 2084* and *Sinistar*, three space blasters that set the tone for just about every shoot-'em-up in videogame history.

All six games promise to be indistinguishable from their arcade counterparts, so *Midway's Greatest Arcade Hits* should prove brilliant value for money – and the 'Volume 1' tacked onto the end of the cart's title suggests that Midway are planning to dust off a whole series of crusty classics in future. We can't wait. More details in the very next issue.

INFO BURST

MIDWAY ARCADE HITS	
FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

USA	UK	Japan
Nov	Dec	TBA

ANTICIPATION RATING

First play... *Some of these arcade gems are positively geriatric and younger gamers might never have encountered them before, so a compilation such as this isn't entirely without merit. Defender is still one of the best shoot-'em-ups in the world and Sinistar's influence shows in many modern games.*

Emulated... *These are arcade perfect because they all use the original code run on an N64-based emulator. PC owners have a ready supply of free emulated games, but this is the only way to experience Defender with an N64 pad.*

Scooby Doo

Zoinks! Seventies cartoon licence! Retro attack!

Based on the original TV series – definitely not the film or any later spinoffs – *Scooby Doo! Classic Creep Capers* promises to deliver a pretty faithful rendition of actual episodes. You'll face the Witch Doctor, the Snow Ghost and the Black Knight, but to prevent it being a complete giveaway, there's also an entirely new story – just to keep you guessing.

As well as appealing to older nostalgia freaks, Scooby Doo will probably find a market with younger gamers. You play as Shaggy, though the title's food-crazed mutt will tag along, providing assistance if you can understand what he's saying.

Things are pretty rough at the moment, but Shaggy's analogue movement will vary from the cool 70s meander to his hilarious trademark sprint. Settings will include a haunted museum, a gothic mansion and a ghost-ridden ski lodge and you can expect all the usual tricks, such as chase sequences, clue-finding and revolutionary, shocking dénouements.

It's a little early to tell how playable or addictive it might end up, but for sheer retro excitement it'll be hard to beat.

"Raggy? Rat roo, Raggy?" "R-run away, Scooby!" "Rikes!"

He wouldn't have crashed if it wasn't for those pesky kids.

Daphne is the foxiest member of the team. Scooby's a close second.

INFO BURST

SCOOBY DOO	
FROM:	THQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

USA	UK	Japan
Autumn	TBA	TBA

ANTICIPATION RATING

First play... *First impressions weren't helped by the gang of Americans from another stand who strolled past, took one look at Scooby Doo and asked, "Hey man, is this for the Game Boy?" It might look dodgy, but it's effectively Resident Evil for younger gamers. Sort of.*

Gameplay... *There's a decent sub-plot involving collecting all the ingredients for one of those Scooby Snacks, although the changing camera angles were a little confusing.*

PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

1 Pokémon Stadium
Nintendo — Released 04/00
Non-mover — N64 Issue 41 90%

2 Star Wars Episode I: Racer
LucasArts/Nintendo — Released 07/99
Last month's chart position – 3 — N64 Issue 30 88%

3 The Legend of Zelda
Nintendo — Released 12/98
Re-entry — N64 Issue 24 98%

4 Super Mario
Nintendo — Released: 03/97
Re-entry — N64 Issue 1 96%

5 GoldenEye
Rare/Nintendo — Released: 11/97
Re-entry — N64 Issue 9 94%

NEW! **6 Army Men**
3DO — Released: 12/99
New entry — N64 Issue 36 67%

NEW! **7 Daikatana**
Kemco — Released: 04/00
New entry — N64 Issue 41 67%

NEW! **8 Chef's Luv Shack**
Acclaim — Released: 12/99
New entry — N64 Issue 36 83%

NEW! **9 Track & Field 2000**
Konami — Released 04/00
New entry — N64 Issue 41 86%

10 F1 World GP
Nintendo/Paradigm — Released: 9/98
Re-entry — N64 Issue 20 93%

Top 5 Import chart

Source: CA Games (0141 334 3901)

1 Perfect Dark
Rare/Nintendo • ACT — N64 Issue 42 • 96%

2 Zelda: Majora's Mask
Nintendo • ACT/RPG — N64 Issue 43 • 95%

3 Pokémon Stadium
Nintendo • FGT — N64 Issue 41 • 90%

4 Excitebike 64
Nintendo • RAC — N64 Issue 43 • 90%

5 All Star Baseball 2001
Acclaim • SPT — N/A

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VALID FROM 12TH JUNE TO 7TH JULY 2000

N64 5 Most played / 5 Most wanted

	N64 5 Most played	5 Most wanted	Readers 5 Most played	5 Most wanted
1	**Zelda** Majora's Mask Nintendo — ACT/RPG N64 Issue 43 • 95%	**Dinosaur Planet** Rare/Nintendo — ACT/RPG UK: TBA USA: TBA	**Pokémon Stadium** Nintendo — FGT N64 Issue 41 — 90%	**Perfect Dark** Rare/Nintendo — ACT UK: June USA: May
2	**Excitebike 64** Nintendo — RAC N64 Issue 43 • 90%	**Conker's Bad Fur Day** Rare/Nintendo — ACT UK: December USA: December	**WWF 2000** THQ — FGT N64 Issue 36 — 90%	**Zelda** Majora's Mask Nintendo — ACT/RPG UK: Christmas Japan: May
3	**Perfect Dark** Rare/Nintendo — ACT N64 Issue 42 • 96%	**The World is Not Enough** EA — ACT UK: Autumn USA: Autumn	**GoldenEye** Rare/Nintendo — ACT N64 Issue 9 — 94%	**The World is Not Enough** EA — ACT UK: October 31st USA: October 31st
4	**Ridge Racer 64** Nintendo — RAC N64 Issue 40 • 91%	**Mario Tennis** Rare/Nintendo — SPT JPN: July 21st UK: TBA	**Smash Bros** Nintendo — FGT N64 Issue 36 — 90%	**Banjo-Tooie** Rare — ACT UK: Summer USA: Summer
5	**Pokémon Stadium** Nintendo — FGT N64 Issue 41 • 90%	**Resi Evil Zero** Capcom — RAC USA: TBA UK: TBA	**DK64** Rare/Nintendo — ACT N64 Issue 36 — 93%	**Conker's Bad Fur Day** Rare/Nintendo — ACT UK: December USA: December

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
June			
Army Men: Air Combat	3DO	ACT	US
Blues Brothers 2000	Titus	ACT	UK
Duck Dodgers	Infogrames	ACT	US/UK
Excitebike 64	Nintendo	RAC	US/UK
ISS Millennium	Konami	SPT	UK
Kirby 64	Nintendo	ACT	US
Mario Party 2	Nintendo	TAB	UK
Perfect Dark	Rare	SHT	US/UK
Taz Express	Infogrames	ACT	UK
July			
F1 Racing Championship	Ubi Soft	RAC	UK
Mario Tennis	Nintendo	SPT	JPN
August			
Banjo-Tooie	Rare	ACT	US
Hercules: Legendary Journeys	Titus	ACT	UK
Kirby 64	Nintendo	ACT	UK
September			
Aidyn Chronicles	THQ	RPG	UK
Ogre Battle 64	Nintendo	RPG	US
Paper Mario	Nintendo	RPG	US
San Francisco Rush 2049	Midway	RAC	US
Starcraft	Nintendo	SHT	UK
Tom and Jerry	Mattel	ACT	US
Turok 3: Shadow of Oblivion	Acclaim	ACT	US/UK
VR Powerboat	Vatical	RAC	US
Mia Hamm Soccer 64	SouthPeak	SPT	US
October			
Banjo-Tooie	Rare	ACT	UK
Donald Duck: Quack Attack	Ubi Soft	ACT	US
Eternal Darkness	Nintendo	ACT	US
Paper Mario	Nintendo	RPG	UK
Pokémon Snap	Nintendo	ETC	UK
Riqa	Nintendo	ACT	US/UK
The World is Not Enough	Eurocom/EA	ACT	US/UK
November			
Pokémon Attack	Nintendo	ETC	UK
Mickey's Speedway USA	Nintendo	RAC	US/UK
Zelda: Majora's Mask	Nintendo	RPG	US/UK
Eternal Darkness	Nintendo	ACT	UK
Rugrats in Paris	THQ	TAB	US
Winnie the Pooh	Mattel	ACT	US

Game name	Publisher	Type	Country
December			
Conker's Bad Fur Day	Nintendo	ACT	UK/US
Dinosaur Planet	Rare	ACT	US/UK
Hey you, Pikachu	Nintendo	ETC	UK
WWF No Mercy	THQ	FGT	UK
2000/TBA			
Army Men: Air Attack	3DO	ACT	US/UK
Army Men: Sarge's Heroes 2	3DO	ACT	US/UK
Batman	Ubi Soft	ACT	US/UK
Bomberman: The Second Attack	Hudson	ACT	US/UK
Catroots	Nintendo	ACT	UK
California Speed	Midway	RAC	UK
Cruis'n Exotica	Midway	ACT	US/UK
Custom Robo	Nintendo	ACT	US/UK
Die Hard 64	Fox	ACT	US/UK
Donald Duck: Quack Attack	Ubi Soft	ACT	UK
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Doshin the Giant 2 (64DD)	Nintendo	ETC	JPN
Fire Emblem 64	Nintendo	RPG	JPN
Frogger 2	Hasbro	ACT	US/UK
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Glover 2	Hasbro	ACT	US/UK
Indiana Jones and the Infernal Machine	LucasArts	ACT	UK
Indy League Racing	GT	RAC	US/UK
Indy Racing 2K	Paradigm	RAC	UK
Jeff Gordon Racing	ASC Games	RAC	US
Kasparov Chess	Titus	SPT	US/UK
Killer Instinct 3	Rare	FGT	US/UK
Madden NFL 2001	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Major League Soccer	Konami	SPT	US/UK
Mario Tennis	Nintendo	SPT	US/UK
Mega Man 64	Capcom	RPG	UK
Mini Racers	Nintendo	RAC	US/UK
Mission: Impossible 2	Infogrames	ACT	UK
Mother 3	Nintendo	RPG	JPN
Ms. Pac-Man Maze Madness	Namco	ACT	US
Mysterious Dungeon	Chunsoft	RPG	US/UK
NFL Blitz 2000	Midway	SPT	UK
Polaris SnoCross	Vatical	RAC	US
Rat Attack	Mindscape	ACT	US/UK
Resident Evil Zero	Capcom	ACT	ALL
Roswell Conspiracies	Redstorm	ACT	US/UK
San Francisco Rush 2049	Midway	RAC	UK
Scooby Doo Classic Creep Capers	THQ	ACT	UK
Shadowgate	Kemco	RPG	US
Smurfs 64	Infogrames	ACT	UK

Game name	Publisher	Type	Country
Spiderman	Activision	ACT	US/UK
Star Wars: Battle for Naboo	Factor 5	ACT	UK
Sydney 2000 Olympics	Eidos	SPT	UK
Ultimate War (64DD)	Seta	STG	JPN
Viewpoint 2064	Sammy	ACT	US
V.I.P.	Ubi Soft	ACT	US
Wild Water Championships	Interplay	RAC	US/UK
Wildwaters	Ubi Soft	ACT	US/UK
• Dolphin			
Army Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
Inspector Gadget	Ubi Soft	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Perfect Dark 2	Rare	ACT	ALL
Picassio	Promethean	ACT	ALL
Pokémon X	Nintendo	ETC	ALL
Resident Evil Game*	Capcom	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Super Mario 64 2	Nintendo	ACT	ALL
The Road to El Dorado	Ubi Soft	ACT	US/UK
Thornado	Factor 5	ACT	US/UK
Title Defense	Climax	FGT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

PLANET 64 INFORMATION station

Top 5 vote n' draw

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Stuart Rick from Derbyshire wins a copy of Ridge Racer 64!

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

Game wanted ....

We were buried under over one thousand voting forms, and these are the results...

THE MILLENNIUM N64 MAGAZINE READERS' AWARDS

This year's Readers' Awards are a double celebration of N64 greatness. Along with the usual chance to vote for the best game of the last 12 months, this year – in a wave of millennial fever – we also asked for your opinion on the best N64 game ever. And you responded in absolute droves, making this year's results the most representative opinion of N64 readers worldwide to date.

So, for convenience's sake, we've split the results in half. Over the page you'll find the best five games of March 1999 to March 2000, as voted for by you, with a handy rundown on the most-voted-for titles in each category *and* a sprinkling of results statistics. Then, on the following two pages, we've done exactly the same thing for your favourite games of all time. The results range from fascinating to surprising through reassuring – read on to find out more...

Evening suits supplied by Moss Bros of Bath, 01225 461650.

How it worked

Using this form, hundreds of you filled us in on your favourite games of the last 12 months (May 1999 to the present), *and* the titles you consider the best ever on the N64. When voting closed, a staggering 1104 of you had voted for a total of 128 different games.

To tot them all up, we awarded each game a score – from one to five – according to its position in each reader's top five. So, the 'Best Game' received five points, the game in 2nd got four, and so on. Using the same method for all the voting forms, we settled on the final lists of **N64** reader's best games of the year, and of all time.

So, with the buttons on our calculator completely worn away, here are the results of the Millennial Readers' Awards. Prepare for one or two surprises…

Turn over for the awards GO! GO!

GAME OF THE YEAR

AND THE REST...

6. (691) **Resident Evil 2**, Capcom
7. (459) **Mario Golf**, Nintendo
8. (376) **Episode 1 Racer**, LucasArts
9. (343) **World Driver**, Midway
10. (296) **Pokémon Stadium**, Nintendo
11. (295) **Rainbow Six**, Mindscape
12. (283) **Turok: Rage Wars**, Acclaim
13. (280) **Worms Armageddon**, Infogrames
14. (267) **WWF Attitude**, Acclaim
15. (203) **South Park Rally**, Acclaim
16. (196) **Mario Party**, Nintendo
17. (144) **Quake II**, GT
18. (107) **Duke Nukem: Zero Hour**, GT
19. (88) **Rayman 2**, Ubi soft
20. (75) **F1 World GP 2**, Nintendo

5 WWF Wrestlemania 2000

1075 pts • Publisher: THQ • Reviewed: N64/36, 90%

Almost 400 points ahead of the game in sixth, THQ's first WWF game is **N64** readers' favourite wrestler of the last 12 months. *Wrestlemania*'s grappling system – the work of Japanese coders Asmik Ace – is visibly more polished than Acclaim's arcade-style wrestling, and has proved consistently popular since its first outing in *WCW/NWO Revenge*. The WWF licence – which brings with it angry young men such as the Undertaker and Stone Cold Steve Austin – is the icing on a particularly tasty cake.

4 Shadowman

1115 pts • Publisher: Acclaim • Reviewed: N64/32, 93%

A closely-fought hand-to-hand battle with *Wrestlemania 2000* saw Acclaim's brooding voodoo adventure emerge in fourth – but only just. *Shadowman* hardly lit up the charts, but the superbly-executed third-person adventure – whose development we tracked via an exclusive development diary – was a fixture on most **N64** readers' award forms. Its serial killing plot and sweary adult tone helped dash the N64's reputation as a toddler's toy, and the sprawling levels and intuitive controls had a thing or two to teach *Tomb Raider*.

3 Super Smash Bros

1747 pts • Publisher: Nintendo • Reviewed: N64/36, 90%

With several thousand of you joining our campaign to bring *Smash Bros* to the UK, it's hardly a surprise to see Nintendo's cutesy fighter come in at number three. The Big N took a big risk in transporting Mario, Pika and Samus Aran to the fighting arena, but with the help of seasoned developers HAL, *Super Smash Bros* emerged as a unique and refreshing beat-'em-up, featuring some brilliantly balanced scrapping and some of the most laugh-drenched multiplayer gaming on the N64.

2 Jet Force Gemini

2151 pts • Publisher: Rare • Reviewed: N64/34, 93%

Jet Force Gemini is a dream of a shoot-'em-up, and – although Rare were forced to give Juno and Vela a more grown-up complexion to placate the paternal Nintendo – one which managed to deliver as much originality, excitement and downright beauty as it promised from day one. There might have been a lack of the kind of buzz that usually greets Rare games – hence a relatively poor performance in sales terms – but *Jet Force Gemini* is undoubtedly an example of Twycross magic at its most potent.

ONE LAST WINNER...

Of the 1000+ readers who sent an awards form winging our way, only one could win the fantastic top prize we offered – a limited edition colour N64 *plus* a game of their choice. And the lucky winner is... **Annette Simmonds of Surrey**. *Zelda* was her favourite game ever and *Super Smash Bros* her game of the year – but *Rayman 2* at number five, Annette? Really!

BEST DEVELOPERS*

Rare
Only two games released over the awards period, but their sheer brilliance helped make Rare our developer of the year. With *Perfect Dark*, *Banjo-Tooie*, *Dinosaur Planet* and *Conker* on the way, the future's even brighter.

Acclaim
Shadowman, *Rage Wars*, *WWF Attitude* – quality *and* quantity here.

Nintendo
Pokémon Stadium – only a month old – put Nintendo at number three.

HAL
One superb game – *Super Smash Bros* – made HAL the fourth best coder.

THQ
THQ have *WWF Wrestlemania 2000* to thank for their fifth position.

* We assigned developers points based on the position of their games in **N64** readers' top 20 of the year.

BEST SHOOTERS

Jet Force Gemini
(No. 2, 2151 pts)
Hideously underrated by some – mostly those who couldn't look beyond short-lived control problems – *Jet Force* dishes up delight upon delight, and refuses to give up all of its secrets until you've slogged away for weeks.

Rainbow Six
(No. 11, 295 pts)

Turok: Rage Wars
(No. 12, 283 pts)

Quake II
(No. 17, 144 pts)

Duke Nukem: Zero Hour
(No. 18, 107 pts)

BEST FIGHTERS

Super Smash Bros
(No. 3, 1747 pts)
A refreshing new take on the well-worn beat-'em-up theme, and proof that Nintendo and Mario can successfully turn their hand to any genre. The emphasis on four-player fun makes it an office lunchtime favourite to this day.

WWF Wrestlemania 2000
(No. 5, 1075 pts)

WWF Attitude
(No. 14, 267 pts)

Ready 2 Rumble
(No. 32=, 32 pts)

Knockout Kings 2000
(No. 38=, 16 pts)

GAME OF THE YEAR 2000
(as voted by the readership of N64 Magazine)

Donkey Kong 64

2908 pts
Publisher: **Nintendo/Rare**
Reviewed: **N64/36, 93%**

It started with a screenshot of Diddy Kong riding a minecart, and ended with the **N64** Reader's Game of the Year – a platformer that came closer to capturing that Mario magic than any non-Nintendo game has any right to. Ginormous levels, outstanding visuals, laugh-out-loud character animation and 40+ hours of running, jumping, swinging and puzzling made *Donkey Kong 64* the year's most enjoyable game by miles.

There was controversy, with the compulsory bundled-in expansion pak giving the game a frightening £60 price tag, and early reports – hopelessly misguided, as it turned out – of crashes and multiple bugs. But those who actually sat down to fully immerse themselves in the *Donkey Kong 64* experience were rewarded with weeks of non-stop fun. "Rare's knowledge of the N64 – and sheer talent – has never been more apparent," is how our review put it, and this – coupled with the equally lovely *Jet Force Gemini* – makes it a triumphant 12 months for the geniuses at Rare.

OUR FAVOURITES

N64 Magazine's favourite 11 games of the year...

1. Donkey Kong 64 – 95%
2= Jet Force Gemini 93%
2= Shadowman – 93%
4= Ridge Racer 64 – 91%
4= World Driver Championship – 91%
6= Duke Nukem: Zero Hour – 90%
6= Quake II – 90%
6= Resi 2 – 90%
6= Super Smash Bros – 90%
6= Top Gear Rally 2 – 90%
6= WWF Wrestlemania – 90%

BEST PLATFORMERS

Donkey Kong 64 (No. 1, 2908 pts)
The huge success of the SNES prequels ensured this was as eagerly awaited as any Mario game, and Rare certainly didn't disappoint, with eight massive levels absolutely brimming with things to do. It's a right looker, too.

Shadowman (No. 4, 1115 pts)
Rayman 2 (No. 19, 88 pts)
Toy Story 2 (No. 24, 55 pts)
Rocket: Robot On Wheels (No. 30=, 36 pts)

BEST SPORTS

Mario Golf (No. 7, 459 pts)
Not satisfied with fighting, Mario headed up this brilliant Camelot-developed golf game. Well-designed courses, intuitive controls and tons of challenges. Roll on *Mario Tennis*.

Premier Manager 64 (No. 27, 43 pts)
Michael Owen's WLS (No. 32=, 32 pts)
Tony Hawk's Skateboarding (No. 35, 31 pts)
NBA Jam 2000 (No. 43=, 12 pts)

BEST RACERS

Star Wars Episode 1 Racer (No. 8, 376 pts)
We expected a shoddy licence, rushed to coincide with the movie. We got a brilliantly fast and worthy rival to *F-Zero X*, with the speed that the movie's best bits demanded.

World Driver Championship (No. 9, 343 pts)
South Park Rally (No. 15, 203 pts)
F1 World GP 2 (No. 20, 75 pts)
Top Gear Rally 2 (No. 21, 72 pts)

COULD DO BETTER

Recent releases that didn't have time to realise their full potential...

Pokémon Stadium (No. 10, 296 pts)
Ridge Racer 64 (No. 29, 39 pts)
Operation: Winback (no votes)
Perfect Dark (no votes)

BEST GAMES EVER

AND THE REST...

6. (576) **Super Smash Bros**, Nintendo
7. (568) **Jet Force Gemini**, Rare
8. (512) **Banjo-Kazooie**, Rare
9. (468) **Wrestlemania 2000**, THQ
10. (283) **Turok 2**, Acclaim
11. (276) **F-Zero X**, Nintendo
12. (211) **Pokémon Stadium**, Nintendo
13. (199) **Diddy Kong Racing**, Rare
14. (184) **Shadowman**, Acclaim
15. (176) **Lylat Wars**, Nintendo
16. (162) **1080 Snowboarding**, Nintendo
17. (148) **Resident Evil 2**, Capcom
18. (136) **ISS 98**, Konami
19. (120) **Rogue Squadron**, LucasArts
20. (96) **WWF Attitude**, Acclaim

5 Mario Kart 64

752 pts • Publisher: Nintendo • Reviewed: N64/4, 91%

Still the first choice for gaming get-togethers the world over, *Mario Kart 64* is multiplayer fun in its purest form. Ignore obsessives who tell you that *SNES Mario Kart* was superior – the N64 version's perfectly-designed tracks, glorious weapons and simple but effective catch-up system make every race an impossibly exciting battle right up to the finish line. The one-player is disappointing – largely thanks to the cheating CPU racers – but an unputdownable time trial mode has kept *Mario Kart 64* alive in our I'm the Best section for nearly four years.

4 Donkey Kong 64

1171 pts • Publisher: Nintendo/Rare Reviewed: N64/36, 93%

The newest title to sneak into **N64** readers' top five games, *Donkey Kong 64* is fundamentally an improved update of Rare's own *Banjo-Kazooie* – but with enough improvements to make the bear-bird platformer a distant memory. The first level alone takes hours to fully explore, and Rare have lined up an endless procession of wonders – from frantic scalextric races to K-2-sized toadstools – to keep the game fresh throughout. Full of joyous surprises – watch how Chunky Kong reacts to butterflies – *DK64* is a masterpiece.

3 Super Mario 64

1387 pts • Publisher: Nintendo. Reviewed: N64/1, 96%

It says something about the sheer quality of the N64's catalogue that the greatest platformer ever devised – the title that saw Shigsy become a dad to a whole new category of game – is only rated as the N64's third best title. While rival developers dismissed true 3D platforming as impossible, Mr Miyamoto quietly got on with adding an extra dimension to his already irresistible Mario universe. The result was an interactive cartoon that enraptured all who played it. Gut-wrenchingly, you can now pick it up for ten quid.

2 GoldenEye 007

**3300 pts
Publisher: Nintendo/Rare
Reviewed: N64/9, 94%**

The history of Bond games is littered with failures – from the abysmal *License To Kill* on the Spectrum to the utterly dreadful *Tomorrow Never Dies* on the PlayStation – and Rare are the only developer to nail the irresistible formula of guns, girls and martinis. *GoldenEye* redefined first-person shooters with believable environments, a top-hole multiplayer (so ahead of its time that it was left largely unchanged for *Perfect Dark*), and a digitised Robbie Coltrane. Truly ground-breaking.

WHA-?

Awful games that should never have got a look in.

Mission: Impossible
(No. 36=, 39 pts)
South Park
(No. 43=, 32 pts)
NASCAR '99
(No. 55=, 19 pts)
Iggy's Reckin Balls
(No. 68=, 11 pts)
Milo's Astro Lanes
(No. 93=, 4 pts)
Tonic Trouble
(No. 93=, 4 pts)
Paperboy 64
(No. 102=, 3 pts)

BEST DEVELOPERS

Nintendo
Zelda, Mario 64, Mario Kart, F-Zero X, Lylat Wars, 1080 Snowboarding, Pokémon Stadium **– it's easy to see just why every release from Nintendo is so eagerly anticipated. The folk at Kyoto *know* what makes a great game.**

Rare
Rare's line-up rivals Nintendo's own – they almost clinched No. 1, in fact.

Acclaim
Responsible for the *Turok* games, *Shadowman* and a host of wrestlers.

HAL
They've had a hand in many Nintendo games, but *Smash Bros* clinched it.

Capcom
Resident Evil 2 – and not *Magical Tetris Challenge* – brought Capcom in in fifth place.

BEST SHOOTERS

GoldenEye 007 (No. 2, 3300 pts)
The game that shot Rare into the limelight, *GoldenEye* presented 20 levels of pure bond-based brilliance, with the kind of hyper-powered guns and realistic violence that worries mums and dads. Plus, a superb multiplayer.

Jet Force Gemini (No. 7, 568 pts)
Turok 2 (No. 10, 283 pts)
Lylat Wars (No. 15, 176 pts)
Star Wars: Rogue Squadron (No. 19, 120 pts)

BEST FIGHTERS

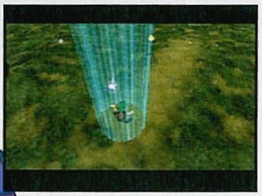
Super Smash Bros (No. 6, 576 pts)
There was many a worried frown when Nintendo announced a Mario-based fighting game. We shouldn't have worried – *Super Smash Bros* is an eminently playable and refreshingly original beat-'em-up.

WWF Wrestlemania 2000 (No. 9, 468 pts)
WWF Attitude (No. 20, 96 pts)
WCW/NWO Revenge (No. 26, 71 pts)
WWF Warzone (No. 38=, 36 pts)

BEST GAME EVER
(as voted by the readership of N64 Magazine)

The Legend of Zelda

3383 pts
Publisher: Nintendo
Reviewed: N64/24, 98%



Now *that* was close. *GoldenEye* gave Shigsy's *magnum opus* a serious run for its money – only 80-odd points separated them at the end – but *Legend Of Zelda: The Ocarina of Time* was firmly glued into the number one spot from the very first voting slip. Over 1000 **N64** readers can't be wrong – Link's adventures through time are the greatest gaming experience to be had on the N64.

Described as "an epic in every sense of the word," by an enthralled Jes in **N64**/24, the *Ocarina of Time* is ample proof of Nintendo's position as the world's greatest developer. A sprawling gameworld where objects on the horizon can actually be reached and explored, levels that alter with the changing light of night and day, an enormously clever time-travelling plot, brain-scrambling puzzles, and – of course – the ability to ride a horse. This isn't just **N64** reader's favourite game ever – it's undoubtedly the best videogame of all time on *any* platform. A thoroughly deserved victory.

WHAT WENT WRONG?

Classic games that were all but forgotten on your voting slips.

Blast Corps
(No. 42, 35 pts)
Yoshi's Story
(No. 48=, 27 pts)
Duke Nukem: Zero Hour
(No. 51=, 23 pts)
Quake II
(No. 55=, 19 pts)
The New Tetris
(No. 68=, 11 pts)
Bust-A-Move 2
(No. 93=, 4 pts)
Glover
(No. 102=, 3 pts)

BEST PLATFORMERS

Super Mario 64
(No. 3, 1387 pts)
Even four years after its release, it's not hard to remember just how ground-breaking this was. A fully-explorable 3D world, dripping with the quality that's made Mario videogaming's best-loved character.

Donkey Kong 64
(No. 4, 1171 pts)
Banjo-Kazooie
(No. 8, 512 pts)
Toy Story 2 (No. 32, 55 pts)
Spacestation: Silicon Valley
(No. 36=, 39 pts)

BEST SPORTS

ISS '98
(No. 18, 136 pts)
Japan loves its footy, and Major A's team of soccer fanatics gave the N64 the most vibrant and atmospheric footballing experience you can find on any console, offering matches that are crammed full of subtle skills and and not-so-subtle fouling techniques. A definite *FIFA* beater.

Mario Golf (No. 33=, 51 pts)
FIFA '99 (No. 33=, 51 pts)
ISS 64 (No. 45=, 31 pts)
FIFA '98 (No. 61=, 15 pts)

BEST RACERS

Mario Kart 64
(No. 5, 752 pts)
With irresistible time trials, enjoyable battle games and probably the greatest multiplayer game under the sun, *Mario Kart 64* is the undisputed King of Racers. This is a game we'll all still be playing in ten years' time.

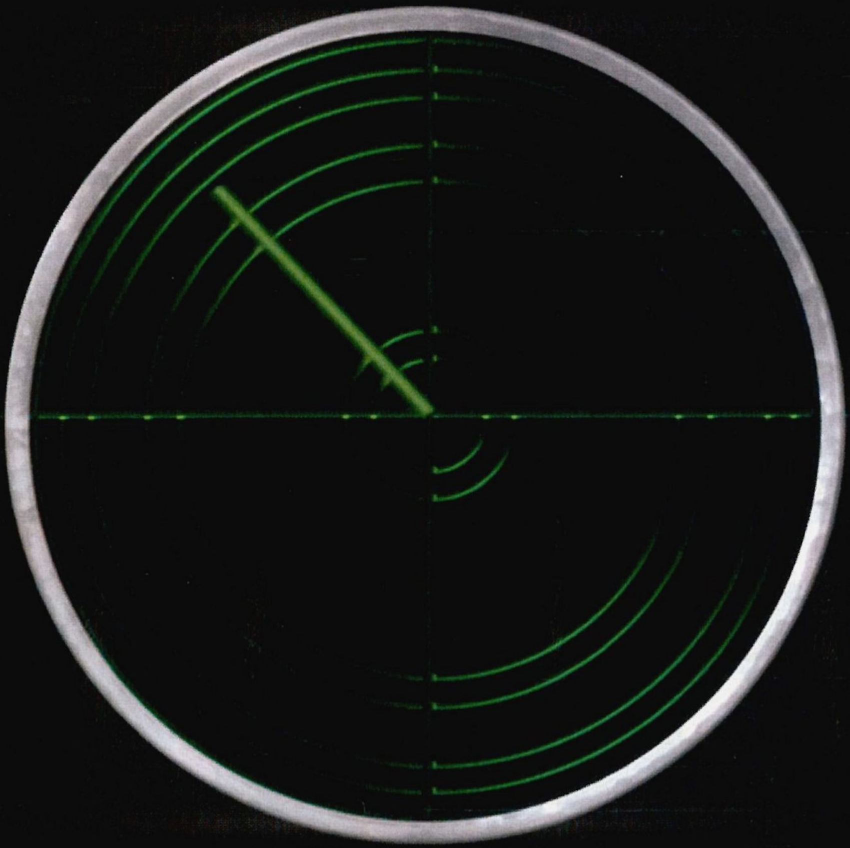
F-Zero X (No. 11, 276 pts)
Diddy Kong Racing
(No. 13, 199 pts)
1080° Snowboarding
(No. 16, 162 pts)
F1 World Grand Prix
(No. 21, 92 pts)

WAR IS OVER

Debates finally settled by the full awards list (points in brackets).

Mario Kart 64 (752) beats **Diddy Kong Racing** (199)
F-Zero X (276) beats **Wipeout 64** (27)
Mario Party (76) beats **South Park: Chef's Luv Shack** (8)
WWF Wrestlemania 2000 (468) beats **WWF Attitude** (96)
GoldenEye (3300) beats **Turok 2** (283)
Super Mario 64 (1387) beats **Donkey Kong 64** (1171)
ISS '98 (136) beats **FIFA 99** (51)

INCOMING!



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GAMES NEWS AS IT HAPPENS

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N64 presents

planet GAME BOY

NEWS, RE... TIPS FOR YOUR GA... ...CKET, CAMERA AN...

REVIEWED THIS ISSUE!

WARIO LAND 3

page 44

He's back to take some more punishment! See that fat boy burn!

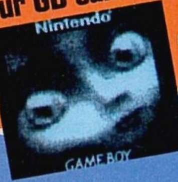
TOP GEAR RALLY 2

page 46

Could this be the best racer on the Game Boy? Yup!

WIN!

GAME BOY POWER PACK AND WALLET with your GB camera pics



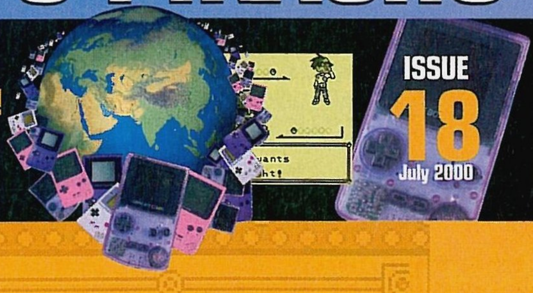
16 PAGES!

POKÉMON YELLOW

NEW! THIS TIME IT'S PIKACHU

PLUS!

- How many? No way!
  Game Boy celebrates a new milestone!
- E3 News Special
  See how GB stole the show in LA!



ISSUE 18
July 2000

Welcome to Planet Game Boy

It was a little strange to return from the New Game frenzy at E3 in Los Angeles and find that the hottest Game Boy title of the year in this country would be the ageing ***Pokémon Yellow***. The Americans will get ***Gold*** and ***Silver*** on October 16, and Nintendo confidently expect to have shifted more than 10 million copies by the time we get hold of them next Easter.

Still, at least the Mew downloads have started, although we're unable to let you know when and where the next batch will take place thanks to Nintendo's policy of announcing these things at the very last minute. Pokémon was absolutely everywhere in LA, and if there was any kind of special event taking place, it would undoubtedly have been plastered all over the city's billboards and projected into the smog with lasers. Probably.

On a non-Pokémon front, this month's highlights are the wonderful ***Wario Land 3***, ***TG Rally 2*** and ***Martian Alert***. Plus there's the small matter of that world-beating sales figure which makes the Game Boy by far the most popular games system ever produced, beating the likes of the mega-selling NES and PlayStation. We'll have to wait a few more years to find out whether the Game Boy Advance can prove to be anything like as successful, but with 100 developers already signed up and a stricter quality control system for third-party software, few would bet against Nintendo cleaning up once again.

Martin Kitts, Editor

planet GAME BOY

Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Issue 18, July 2000

Editor: Martin Kitts

Contributors: Andrea Ball, Justin Webb, Paul Edwards, Mark Green, Neil Pedoe

The jets of water that leaped from pool to pool in the fountain didn't bother Pikachu.

English versions of the new Pokémon games lurked under this sign.

An average bloke can just about touch the D-pad on this monster.

GB AT E3!

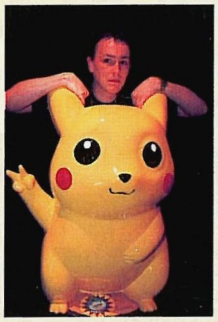
If there was one particular theme at E3, it was Game Boy. While next generation video demos and Nintendo's *Conker* theme bar drew much of the attention, virtually every stand had a row of Game Boy Color machines hooked up to play games we'd never even heard of. There were educational software, dodgy puzzle games and more 2D platformers than it was possible to count.

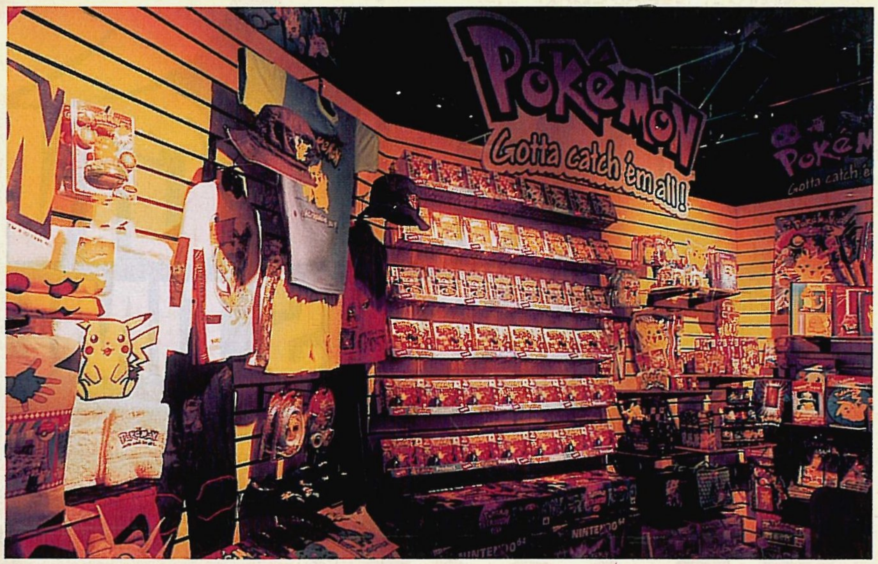
But a few titles did stand out as top quality efforts, most notably *Pokémon Gold* and *Silver*, showing in a full English language translation. The new monsters have been given their Americanised names now, so you can expect to become very familiar with the likes of Snubbull, Donphan, Ho-Oh, Lugia and Hoot-Hoot over the coming months. Natsume showed *Legend of the River King 2* and *Harvest Moon 2*, both sequels to five-star originals, and there was plenty of technically impressive stuff from big names such as Infogrames and Ubi Soft, including a conversion of the PC survival horror game *Alone In The Dark* and some cool Disney licences.

We even got to play *Tyrannosaurus Tex*, the 3D first-person shooter from Eidos which has now been delayed until the end of the year. Very nice it was too. Elsewhere, there was a competition to win a Game Boy Color by guessing how many Lego bricks it took to make the 20ft Game Boy shown here. Our estimate of 'about a zillion' can't have been that far off, but the Lego man on the stand was saying nothing.

This merchandising paradise was locked away behind glass.

"Get this simpleton off my ears or I'll thundershock him."





PICK OF THE SHOW

LEGEND OF ZELDA: TRIFORCE SERIES

From: Nintendo **Link-up:** Yes **Colour:** Only **Out:** Autumn

One whole section of Nintendo's expansive Game Boy area was devoted to the first of the new trilogy of *Zelda* games, and despite being entirely in Japanese and developed in association with Capcom, *Tale of Power* looked like another thoroughbred addition to Miyamoto's series.

After Ganon kidnaps Princess Zelda, the order of the seasons in Hyrule becomes chaotic. Link must restore the balance of nature by freeing Zelda, recovering the Rod of the Four Seasons, and reuniting eight fragments of the Triforce which have been scattered across both Hyrule and a spooky nether dimension.

It plays a lot like *Link's Awakening*, and many of the same character graphics have been reused. Among the new stuff is a boxing kangaroo called Ricky and a friendly witch called Maple, who may or may not be related to the 250-yard belter from *Mario Golf*.

The following two games, *Tale of Courage* and *Tale of Wisdom*, are unlikely to be released in this country until next year, but when you've got all three games of the trilogy you can transfer data and send Link hopping between cartridges to finish the quest. Since you're supposed to be able to start the game from any of the three carts without spoiling the storyline, we've no idea how the link system will work. A lock-on cartridge? Something infrared? Intriguing stuff.

PERFECT DARK

From: Rare **Link-up:** Yes **Colour:** Only **Out:** September

Joanna Dark's first portable adventure certainly doesn't look too shabby. In fact, Rare have really gone to town on the animation and special effects.

The story is set before the events of the N64 game, and Joanna is an untested trainee agent with a lot of potential. You have to guide her through her training exercises in the Carrington Institute, beating Jonathan's previous record times along the way, to establish yourself as a firm personal favourite of Mr Carrington himself. After showing some form in the combat simulator and target range (a cool first-person section), Joanna gets to fly out to South America to take on the evil Mink Hunter and close down an illegal cyborg manufacturing plant.

The Game Boy edition will clear up a few loose ends in the N64 version's plot, and you can connect it to a transfer pak to unlock specific cheats (as detailed in last month's review) if you can't get them any other way. With a built-in rumble pak, a two-player link mode, infrared data swapping and the ability to get a hard copy of your progress data on a Game Boy Printer, this new *Perfect Dark* is compatible with every Nintendo accessory except the camera. From what we saw at E3, it should do justice to the *PD* name.

DONKEY KONG COUNTRY

From: Nintendo **Link-up:** Yes **Colour:** Only **Out:** August

The game that changed the way people looked at the SNES is on its way to the Game Boy. *Donkey Kong Country*'s pre-rendered graphics were out of this world back in 1994, and now Rare have managed to squeeze the entire thing into a handheld.

It's virtually identical to the original, with the only big difference being a reduced colour palette. The levels are exactly the same, including Rambi, Winky, Enguarde and Squawks, sidekicks to the hairy Kong duo. It's a little piece of history – this was Diddy's debut and Rare's first experiment with the DK franchise. Before *DKC*, the ape had only been seen as the bad guy at the top of the scaffolding and the vest-wearing Jr version from *Super Mario Kart*. This is where he got his 3D makeover.

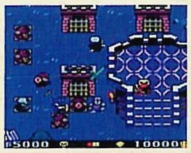
As an added bonus, there are two-player games, and you can collect DK stickers to print out.

WARLOCKED

From: Nintendo **Link-up:** Yes **Colour:** Only **Out:** July (US)

It's a genuine realtime strategy game in miniature form. You get to choose between playing as either Humans or Beasts, with the object being to utilise the environment and defeat the opposing army.

It works surprisingly well, considering that this kind of game is usually controlled by a combination of mouse and keyboard. The buttons perform context-sensitive actions depending on which kind of unit you select and what you command it to do. For example, targeting a tree will make your units chop it down for building materials, targeting a damaged building will make them repair it, and targeting enemy troops will make your units attack.



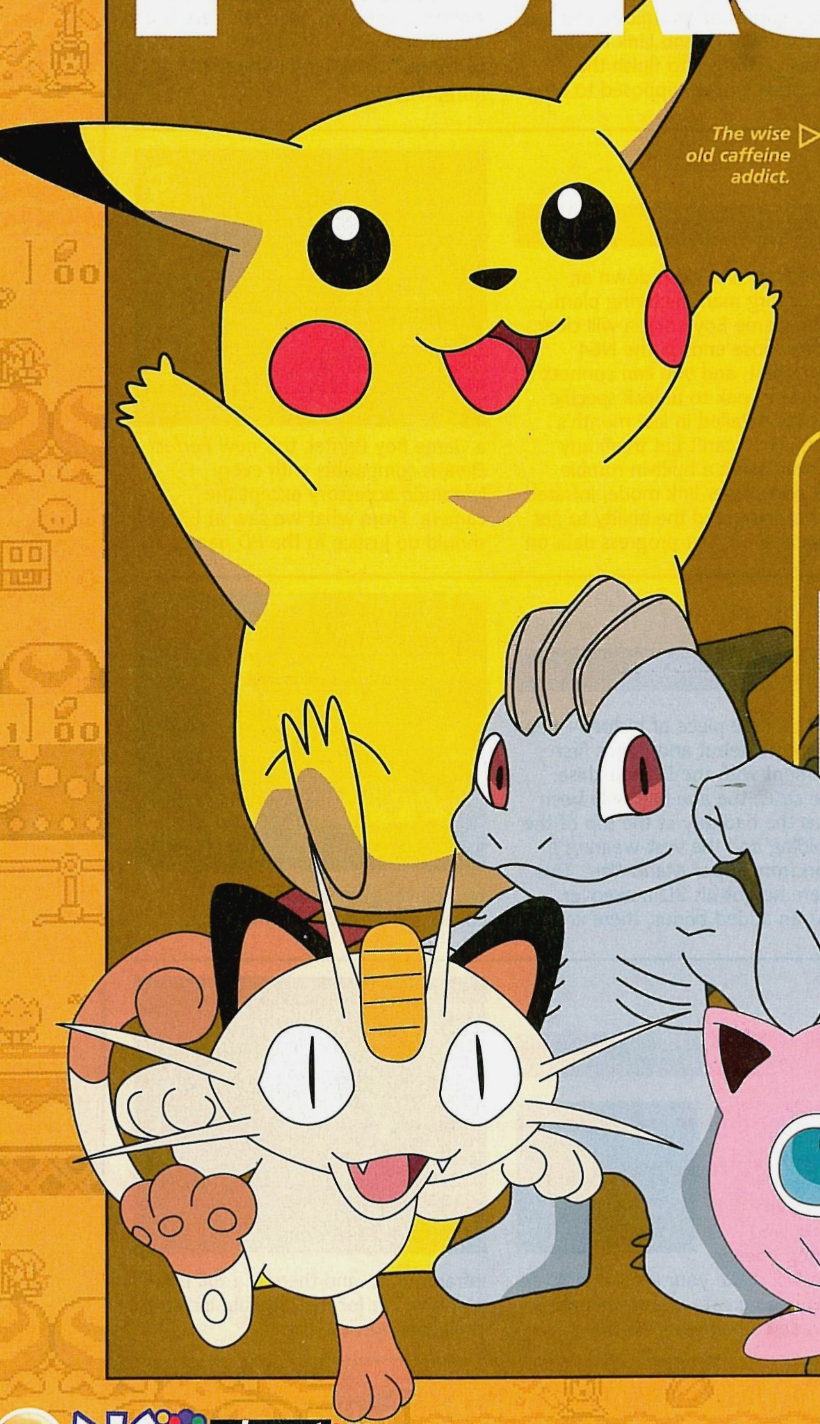
You can create customised armies and trade components via the infrared port, and there is a full two-player mode for the ultimate battle challenge. Review soon!

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.

Pokémon



The wise old caffeine addict.

In this game, lads and lasses both take a pasting.

Viridian Forest is filled with bug Pokémon. It's a good practice area.

NEW INTRO

Ta-daa! It's Pikachu. The new intro sequence replaces the random Pokémon battles of the original versions with a showcase of Pika's abilities.

FIGHTING
Who needs fighting Pokémon when Pika can mix it up with a few kung-fu moves?

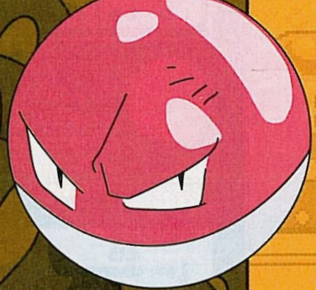
SURFING
A taste of things to come, if you've got a copy of *Pokémon Stadium* too. Pika surfs like a pro.

RUNNING
The cute little fella comes running to meet you. Now if that isn't just the sweetest thing ever...

FLOATING
Aided by helium-filled balloons, Pika takes to the skies. Looks like he's wearing blue pants.

ZAPPING
In the final sequence, Pikachu charges up a thundershock and prepares to fry somebody.

Yellow
Special Pikachu Edition



From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** No **Out:** June 16

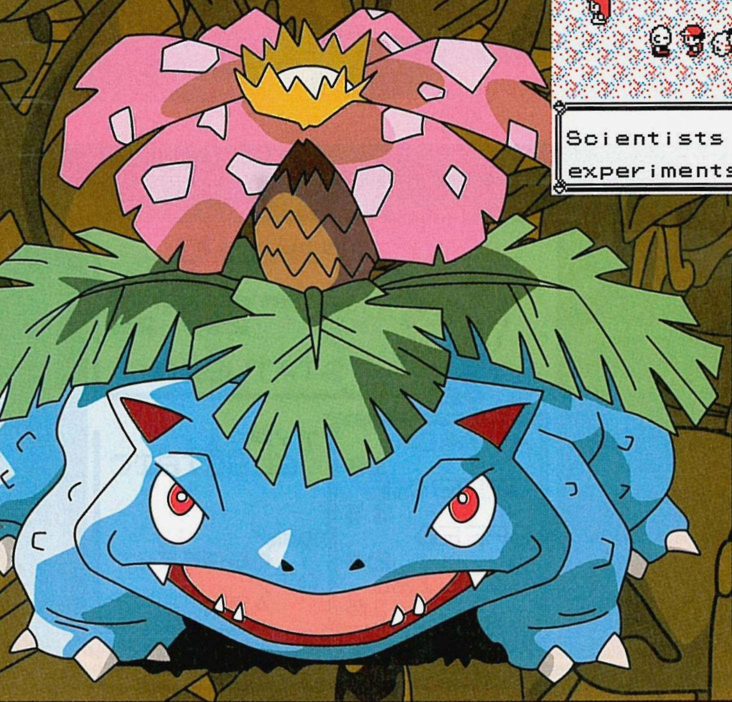
They're back… The game that spawned the cartoon that begat the trading cards, cuddly toys and the biggest, most profitable merchandising empire since the glory days of Star Wars has finally got a sequel.

Well, a kind of sequel. *Pokémon Yellow: Special Pikachu Edition* is a tweaked version of the original *Red* and *Blue* carts, with some minor graphical differences, a few slight changes to the plot, and a starring role for the most popular monster of all. Hardcore *Pokémon* collectors will probably have got hold of an imported version ages ago, since it was released in America last summer and Australia in the autumn, but for the rest of us the next few pages should help clear up any confusion. With *three* different versions of the game desperate to get their hands on our cash, which *Pokémon* is the one to go for?

If you use Pikachu to surf, you get this cute surfboard animation.

Sinister experiments are afoot on this island.

Pikachu has our permission to fry that Metapod.



TALK TO THE 'CHU

Just like a Pocket Pikachu virtual pet, your special *Pokémon Yellow* Pikachu starts out with a bad attitude and ends up loving you loads. You can find out how well things are going by talking to the mouse at any time. Pika's face will pop up and, if you're lucky, you'll get a digitised "Pi-kaa" sound effect.

GO! GO!

NEW BEGINNINGS

Here's how it all starts. If you're familiar with the Red and Blue games, you'll notice a few big differences here.

1 *When you try to leave Pallet Town at the start of the game, Professor Oak dashes into the long grass to warn you about wild Pokémon…*

2 *…And there, right on cue, a wild Pikachu pops up. It's looking for a fight, of course.*

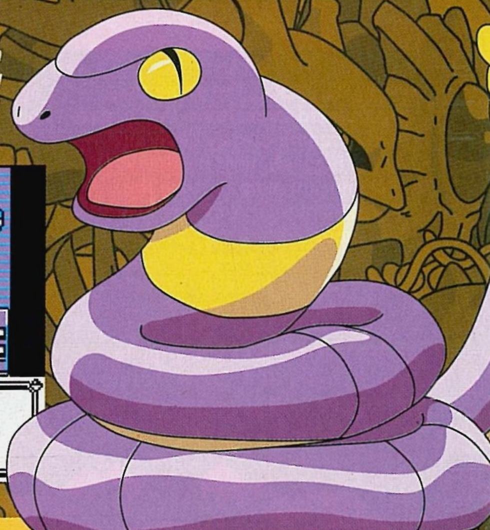
3 *Fortunately Professor Oak is a Pokémon master, and captures the yellow blighter without having to take any of its health.*

4 *Back in the lab, there's just the one pokéball left. Your competitive rival, Gary, cheekily grabs it for himself. It's an Eevee.*

5 *So you're left with Pikachu. That's no problem at all – Pika will thrash Eevee anyway.*

6 *Having taken a sound beating, Gary complains that he chose the wrong Pokémon. Damn right you did, chump.*

7 *After the fight, Pika refuses to go back in the pokéball, trailing you around, just like in the cartoon.*



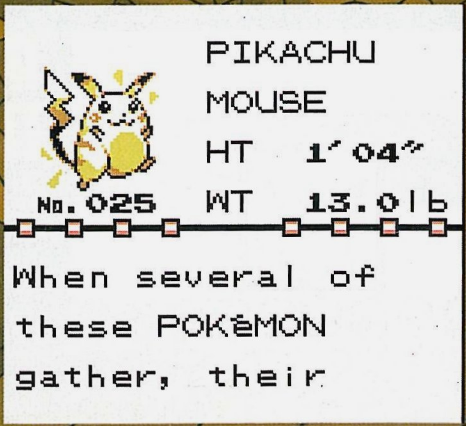
A NEW 'CHU

See how much Pikachu has changed between the original Game Boy versions and the post-cartoon *Yellow* edition.

RED/BLUE

Less definition on those cheekbones. Bendier body. Seamless join between torso, neck and head. Looks dangerous; capable of swift violence.

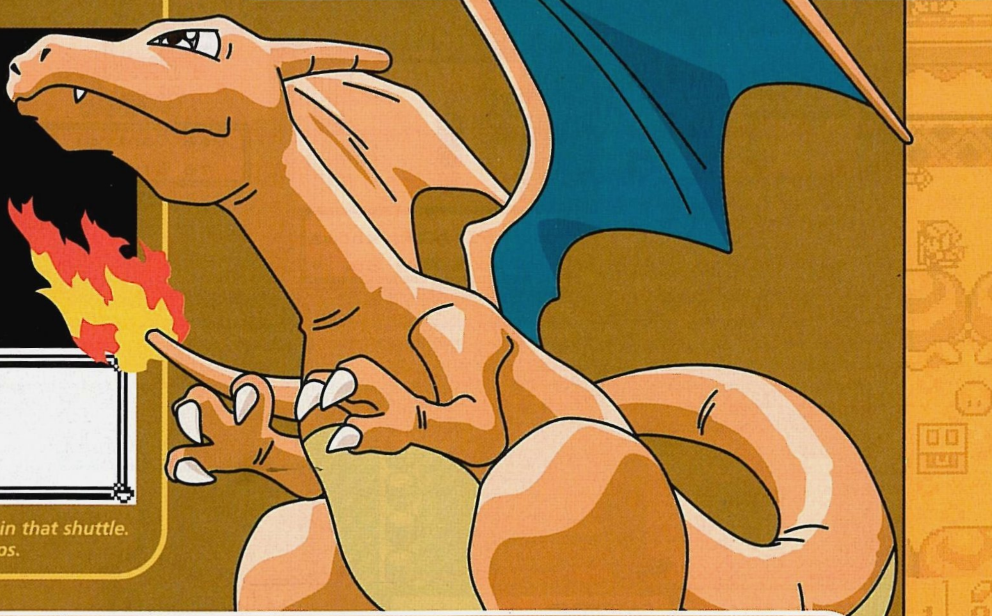
This original Pikachu has more of a Japanese manga style to it.



YELLOW

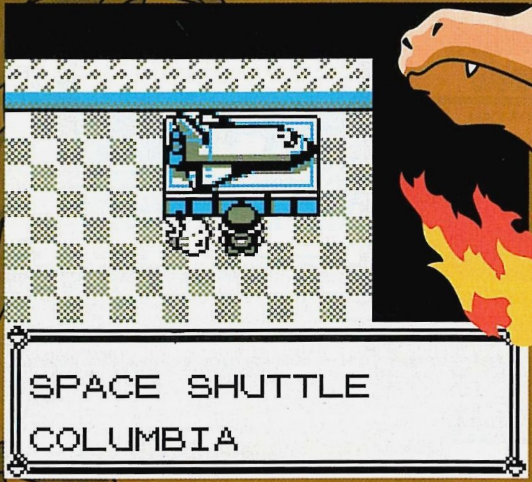
This is Hollywood Pikachu. Note the extra blusher expertly applied to the cheeks; sculpted face; ears angled for maximum lovability. Ahhhh…

In the new version, Pikachu is cuted up to the max. He's makin' those eyes at us again, Ma.



SPACED OUT

Along with penguins and ice worlds, space shuttles are a long standing Nintendo tradition. You can see them in all kinds of games from *Tetris* to *Pilotwings*, and even Rare paid tribute to the Japanese NASA infatuation by including a shuttle in *Blast Corps*. You can find the *Pokémon* space shuttle in the Pewter City Science Museum.



It would be cool if we could take a ride in that shuttle. Maybe Pokémon Gold and Silver, *perhaps.*

IT'S STRIFE, GYM...

Pikachu develops into a powerful monster later in the game, but he's completely useless to begin with. Beating Brock could take some time.

1 start

The first gym is in Pewter City. If you could have chosen Bulbasaur as your monster, you'd be able to breeze through it.

2 chat

Chat to the geek to find out why you're going to have trouble getting your first badge here. Electricity has no effect on rock.

3 meet

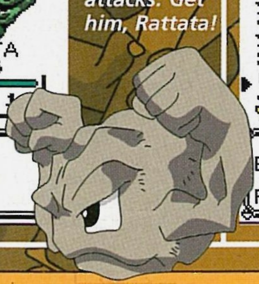
There's Brock, the gym leader. He has been given a facelift since Red and Blue, to match his appearance in the Pokémon anime.

4 sweet

What's that you say? Brock wants to fight? Let's get it on then! Light him up like a Christmas tree, Pikachu!

5 cheat

Oh dear. He'll bring a Geodude and an Onix to the battle – both are practically immune to Pika's attacks. Get him, Rattata!



6 beat

Sadly, none of our monsters are up to the job. They got their asses whupped, and now the only ones left are Pikachu and the useless Metapod. Time to call it a day.

GO! GO!

SURF'S UP

Surely water and electricity don't mix. We've seen what happened when Pikachu got soaked in the cartoon. But your Pikachu in *Pokémon Yellow* can learn to surf if you've got a copy of *Pokémon Stadium*. Check out the tips on page 49 to find out how it's done.

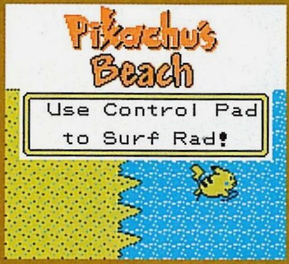
step1

Once you've taught your Pikachu the surf move from HM2, find this hut on the beach south of Fuchsia City. It isn't there in Red or Blue.

step2

Pop inside and have a chat with the owner. He's the only other person in the world who owns a surfing Pikachu, so he'll be pleased to meet you.

step3



Now you can play this surfing game. Pikachu paddles out back past the waves and prepares to bust some radical surfing moves.

step4

Push the control pad when you reach the top of a wave to make Pikachu pull a few stunts. Try to land the right way up.

step5

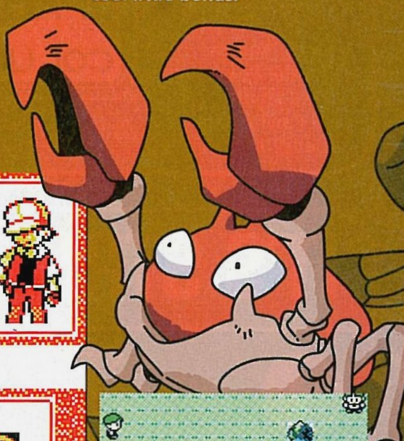
When you reach the end of the course, your performance will be evaluated for radness. It's a very basic game, and a cool little bonus.

Yeah, sit Nidoran. Sit and be happy, you funky little cutester. We love those horns.

Don't bother with making it faint, Pika. We want to see Caterpie blood.

There's an Articuno to be found around here. We can just smell it.

Those gym leaders will fall. All in good time, Ash.



We'd say the Yellow version is the best one yet.

So we looked at her. What's she going to do about it then?

When we reviewed the original Pokémon titles way back in **PGB**/8, nobody could be sure the whole thing would really take off in this country. After all, it's an essentially Japanese type of game, and the huge popularity of Pokémon in the US might have been a fleeting fad.

But eight months after Pikachu and the gang arrived over here, Pokémon is mainstream headline news, the trading cards are banned from schools, the film has been seen by just about everyone under the age of 14, and *Red* and *Blue* are among the biggest selling games ever.

Pokémon Yellow is more of the same. It's virtually identical, with the only major change being a more conspicuous role for Pikachu, the Pokémon mascot who was just another monster when the game first launched in Japan. The electric mouse follows you around everywhere, and there are a few minor changes to the placement and availability of certain monsters. If you want to complete your Pokédex, you need to trade with both *Red* and *Blue*, so there's a bit more work involved. Some of the Pokédex pictures seem to have been touched up a little and a few events from the cartoon have been added, but there's no Togepi, no Mew and no proper Game Boy Color support.

For the handful of people out there who haven't encountered Pikachu and the gang in their natural Game Boy habitat, this is where it all started. Forget the anime, the cards, the merchandising and the associated hysteria. It's just a computer game. The aim is to collect and nurture 151 monsters, pitching 15 different categories against one another in a deliciously complicated bout of scissors-paper-stone. The combat is presented in the typically stylised RPG tradition, and the monsters, as you well know, are examples of character design at its very best.

LIFESPAN *Although a fantastic game, Pokémon Yellow is a rather sparse update.*

Because it's such a long way from being a genuine sequel, most Pokémon collectors won't be missing out on much if they never see a copy, but if you've managed to resist the lure of Pokémon so far, this is the game that might just reel you in.

Since the plot is more closely tied to the cartoon, Pokémon virgins or younger players will find it a gentler introduction to a very Japanese style

VIRTUAL PETS

After you've been playing for a while, your *Pokémon* cart will be unique. Apart from having different gaps in your Pokédex, each monster will be at a different level and know different techniques to its equivalent on your mate's cart.

LEARNING

As your monster gains battle experience, it learns new moves. You can choose to accept the new move or make your monster forget about it, and you can know up to four at a time. Picking and choosing your moves makes your monster one of a kind.

If you already have four techniques, you can choose to forget one.

GROWING

Your monster is rated at a level from 1 to 100. It moves up a level when it passes a preset number of experience points, and may evolve into something new at a certain point. As with learning moves, you can choose if you don't want your monster to evolve.

Eventually you will see a profound change in many of the monsters.

HOSPITALISED

This chap knows how to catch monsters without harming them at all. Clever.

You can heal your injured monsters at any one of the Poké Centres found in the game's towns and cities. It's a free service, and one you'll use regularly as your monsters get thumped in battle. In *Pokémon Yellow*, it's also the only time you'll see Pikachu get into a pokéball.

Passing in front of a trainer means you've got a fight on your hands.

You can get a few choice words out of every character in the game (there are hundreds of them).

of gaming. The surfing mini-game looks like a powerful incentive to persuade existing *Pokémon* players to spend another £25, but don't expect to get much value for money from that. It's just a novelty and it won't occupy much of your time.

With around a million *Pokémon Red* and *Blue* cartridges sold, there's every chance that you've already got one of them. Although it's a fantastic game, *Pokémon Yellow* is a rather sparse update – in fact, the last few pages have covered just about everything that has changed. Our advice is to stick with the version you've got, unless you really want to play through the whole thing again and you can't live without that Surfing Pikachu game. If you still haven't got a copy, then this is the one to go for.

5

There's always a chance of finding a rare monster.

Don't you just hate that move? It's so annoying.

Wario Land 3

From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

Watch out for those spiky enemies. They hurt.

Oh, Wario – we do love you. Even though you're fat and evil, and your nose looks like some kind of bizarre tropical fruit, you're one of the best Nintendo characters around.

Unlike that simpering yes-man Luigi, Wario refuses to cower in Mario's shadow. His belly wouldn't fit, of course, which is just as well for us because this third starring role for the yellow anti-plumber is his best yet. Trapped inside a magical music box, Wario must travel back and forth across a mysterious land, collecting treasure and revisiting areas in order to learn new abilities.

The puzzles often involve subjecting Wario to large doses of pain in order to transform him into something new. Although the guy is invincible, he does look suitably agonised as he's burned, frozen, flattened, zapped and turned into a zombie, all in the name of treasure hunting. Getting attacked by most of the enemies produces a reaction of some sort, and there are many more of them than in *Wario Land 2*. There's also a day/night feature, as if the size and complexity of some of the levels wasn't enough already.

Electric Wario Boogaloo. The poor bloke suffers some painful indignities in this game.

And there's that familiar Nintendo slickness to the way Wazza moves, the animation is superb, and the levels are designed to make you want to return to collect everything. There's even a golfing subgame you can play here, in which our hero has to kick a cute Para-Goom into a hole. *Wario Land 3* is a thinking person's platformer, but why does Wario wear a white shirt?

5

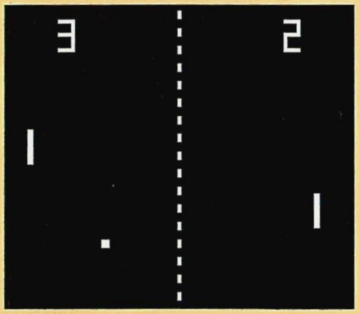
Those robots can give Wario a helpful (and violent) boost up to a higher platform.

To begin with, Wario can't even swim.

Wario's compressed body acts as a spring here, bouncing him all over the place.

Zombie Wario can fall through certain floors.

Pong



The penguins are supposed to lay new balls for you.

This version is called Soccer Pong, and it's the easiest of all.

The logs in the centre act as rollers to deflect the ball. Very useful.

From: Atari **Price:** £25 **Save:** No **Link-up:** No **Colour:** Only **Out:** Now

The back of the *Pong* box boasts of how technically groundbreaking the original game was. Well, that's a bit like a Dunlop advert going on about what a great achievement the invention of the wheel was. We're talking ancient history here, and if that's all that Hasbro can find to say about the game, it must be a hopeless case.

Pong is a conversion of a superior PlayStation game, but with many of the levels and just about all of the playability and challenge sucked out. As is typical in the average retro update, you get the basic monochrome original plus three 'improved' versions with a selection of extra paddles and obstacles on the table.

You know exactly what to expect. It's very simple and although it has the bare bones of an enjoyable game, it's ridiculously easy to beat. We set the difficulty level to 'hard' straight away, lost the first three points and then proceeded to clean up once we had sussed out exactly how to score every time.

There's no two-player mode either. We quicky discovered that the only way to get a close match is by letting the computer win every second point. Useless.

1

Ballistic

From: THQ **Price:** £25 **Save:** No **Link-up:** Yes **Colour:** Yes **Out:** Now

Where would puzzle games be without the good old 'match three colours' technique? Well there'd be no *Puyo Puyo*, no *Bust-a-Move*, and certainly no *Ballistic*, a new puzzler which adds an interesting twist to a familiar old theme.

This time the balls move around a spiral path, creeping closer to the Game Over line. The aim is to make them vanish by matching three of the same type and, hopefully, creating a few chain reactions to boost your points tally. If you shoot balls from the middle of the spiral, the chain collapses back on itself, zapping even more balls if you've planned it right.

At least that's the theory. In practice, the way the spiral curls around on itself often blocks your shot and reduces your options. Certain types of ball just refuse to drop back, and instead wait for the spiral to catch up with them. It's less confusing than it sounds though, and you can play preset puzzles in the Checkmate mode to learn some of the finer points of building combos.

Tetris and *Bust-a-Move* are still undisputed kings of the Game Boy puzzle scene, but newcomer *Ballistic* is an unusual and addictive alternative.

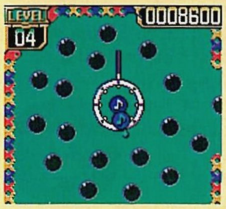
4

Puzzle mode gives you a limited selection of balls to finish each stage.

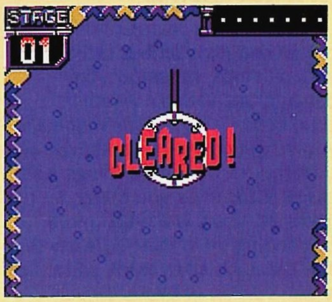
The game uses a strange technique to display the balls...

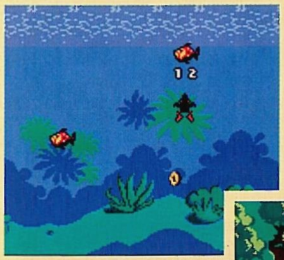
...Which is why the screenshots only show every second object...

...You can't see any flickering on the Game Boy screen though.



The balls have reached the end line, so it's Game Over for now.





Daffy's special ability is aquatic aptitude. Swims like a duck.

Only Bugs can fit into these dark and mysterious caves.

This is one of the two-player infrared games.

Beat him and you get to control him.

Fudd prepares to bag him some Wabbit.

Martian Alert

From: Infogrames **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

Here's a strange thing. It says Looney Tunes on the box but it isn't a platform game. Can it be true?

Martian Alert is an epic adventure along the lines of *Conker's Pocket Tales*, with 14 playable characters and 20 large levels to explore. The aim of the game is to collect ten pieces of a teleporter, thus foiling Marvin the Martian's fiendish plot to destroy the world. The bits are scattered all over the place, so you'll need the assistance of as many Looney Tunes favourites as possible.

Starting out as Bugs Bunny, you recruit extra team mates by defeating them in battle or persuading them to join the cause. You can switch between them at any time in order to solve puzzles or reach various areas – for example, Bugs can fit through narrow rabbit holes, Daffy Duck can swim and Elmer Fudd can shoot the wildlife with his hefty shotgun. Apart from the playable characters, there are over 30 more bit part players to meet and pop in your photo album.

There are also three simple games that you can play against a friend via the infrared port, which makes this a good value package for the younger player as well as Looney Tunes addicts.

4

TG Rally 2

From: Kemco **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

The original *Top Gear Rally* on the Game Boy introduced us to the delights of the rumble cart, although the racing game itself failed to impress. A year later, the sequel has dispensed with the expensive gadget and it's a lot more fun to play.

Keeping the revs around here gets a turbo start.

The format remains the same, with championships, time trials and an arcade mode, but the cars are less prone to sliding away from corners and spinning out if they go off the track – an annoying quirk of the original game. The cars look chunkier and the tracks have more bumps and jumps in them. It's a lot faster too, and the way you can throw your vehicle around tight bends is reminiscent of some of Sega's old arcade racers, notably *Hang On*.

Your opponents are an annoying bunch of Sunday drivers who'll take every opportunity to block you when you try to pass them. Luckily, the cart stores your best time trial data so you can enjoy a few laps around an empty track and have a crack at the course records when the championship mode gets irritating. You can link up with a friend for a two-player race as well. One of the most playable Game Boy racers around. Definitely worth investigating.

4

The power slides are really satisfying around gentle corners.

Go on, you can take him at the next bend thanks to your superior cornering.

See how the suspension rolls when you throw the car around.

For some reason, the computer car has taken a shortcut across the grass. That won't work, mate.

It can be hard to stay on the road in this game.

Those computer cars love to play dirty and block you.

All racing games should incorporate a ferris wheel or two.

The tyre at the top of the screen wears out during the race.

Time to get those tatty tyres off and fit a new set.

Le Mans 24 Hours

From: Infogrames **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

There's nothing wrong with thinking big, but 24 hours? We don't know who would give up first – us or the Game Boy's batteries. Still, this is a racing game with enough to keep you occupied for at least that long.

Choose the championship option and it's a serious racing sim, with pit stops, car setups, tyre damage and variable weather conditions. Select arcade mode and you've get power-ups scattered all over the track to make things a little easier. Whichever you prefer, *Le Mans 24 Hours* is a much more demanding drive than *TG Rally 2*. The cars slide all over the place, like a mini version of *World Driver Championship*. Just keeping them on the road can be a challenge involving judicious use of the brakes and careful taps on the D-pad.

As befits a game with this level of driving complexity, the graphics are impressive. The tracks always move smoothly, even when you're flat out, and the weather effects are great. The fog is nicely done, and something we've only seen before in Ubi Soft's bike racer, *Suzuki Alstare*. The mist obscures a lot of the track, making driving more difficult, but you can pick up a light bulb to provide temporary clarity in arcade mode.

3

Crazy Castle 4

Stay away from anything that moves if you want to live, Bugsy.

From: Kemco **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

A Game Boy title that gets one sequel has probably done very well indeed, but not even *Mario* has made it four in a row.

Of course, that's mainly because it takes a team of experts the best part of a year to come up with a brand new *Mario* game, whereas *Crazy Castle 4* is almost exactly the same as the previous outing. This time it's for Game Boy Color only, so the graphics look a little better, but the scrolling still judders along in eight-pixel jumps and the gameplay is unchanged. You have to search through doors, collecting enough keys to open the exit to each level. The mazes become more complicated when things like moving floors and bouncy mushrooms are added, so the puzzles aren't all a complete walkover. It does take a while before you come across anything taxing though, and the early levels are dull.

The *Crazy Castles* series must have amassed a few fans over the years and we've seen a couple of virtually identical clones in Chinatown's dodgy game shops, so maybe we're missing the point here. This is probably the best of the bunch, although if you spot one of the earlier versions nestling in a bargain bin, you might want to check that out before splashing the cash on this millennium update.

3

Eight of these keys will get Bugs to the next level.

Sometimes you'll have to sacrifice a key on a locked door.

You can explore to your heart's content if the doors are unlocked.

Blaster Master: Enemy Below

From: Sunsoft **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

It's an agile little tank.

Hey – get through that door.

Why are there so few really good shoot-'em-ups on the Game Boy Color? Only *R-Type DX* and *Duke Nukem* spring to mind, although there are some decent Konami arcade conversions available in monochrome. Strange.

If you've ever played one of the *Metal Slug* games on Neo Geo Pocket, you'll have a pretty good idea what to expect from this. You get a little bloke who can ride in a leaping tank or run around on foot, and he has to shoot his way through a bunch of platform levels. Nothing out of the ordinary there then, but certain levels switch to a three-quarters perspective and you get to run around causing havoc, *Alien Syndrome*-style.

The biggest problem with the game is the crapness of the graphics and character design. It looks like a real '80s throwback, so ugly that most people wouldn't let it anywhere near their precious Game Boy. The scrolling is smooth but the character is a stick-man and the enemies are feeble grey blobs. Also, your bullets always seem to miss by a crucial pixel or two. You can't hit many of the bad guys without dropping down onto their platform and plugging away. Things improve outdoors and we wish that the whole game could have been like that but as it stands, *Blaster Master* is nowhere near as good as *Duke Nukem*, and a million miles away from *Metal Slug*.

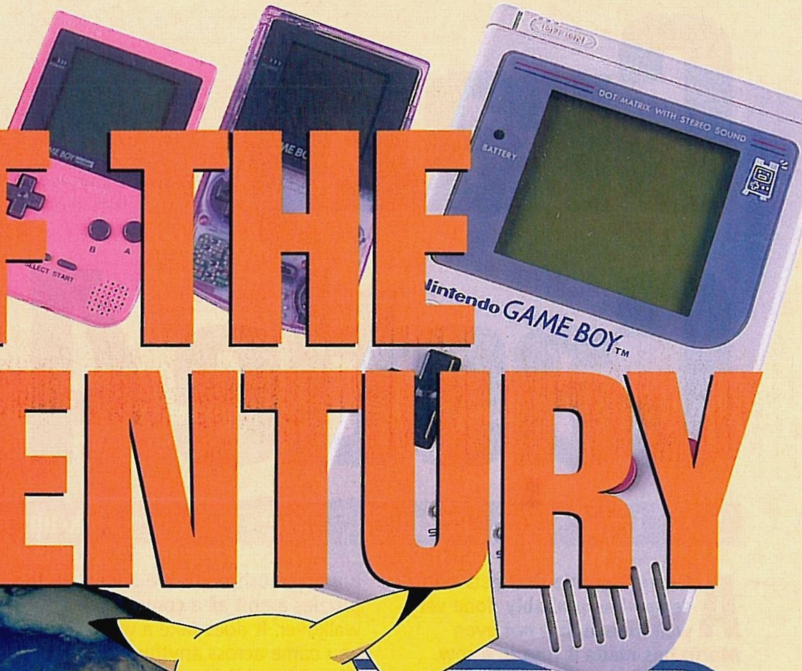
2

Treetop fun with the lad in the tank.

You always miss by a pixel or two.

The outdoor sections are good.

SALE OF THE CENTURY



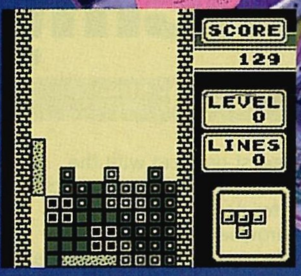
The Game Boy is the most successful games machine ever made. And that's official, since Nintendo recently celebrated the production of their 100,000,000th handheld console.

Nope, that's not a misprint. There are one hundred million Game Boys out there somewhere, and the number is increasing all the time. By the time you read this, another million or three will have flown off the shelves of game stores all over Japan, Europe and the States, and for a crusty old 8-bit machine which was far from being state of the art when it was launched back in 1989, that's pretty good going. Here are two of the biggest reasons for the Game Boy's incredible longevity.

△ A line of one hundred million Game Boys (give or take a few).

Reason 1: Tetris

If Nintendo hadn't secured the exclusive rights to *Tetris*, the Game Boy might never have taken off in the way that it did. It was only thanks to a deal with Elorg (the Soviet ministry responsible for exporting computer technology) and a court battle with Mirrorsoft (the now-defunct software house which had illegally produced the first commercial versions of the game) that Nintendo were able to bundle the legendary puzzle game with their new machine. The Elorg connection ensured that the game's creator Alexey Pajitnov didn't make a huge amount of money, and he has since produced a series of far less successful puzzle games for Spectrum Holobyte.

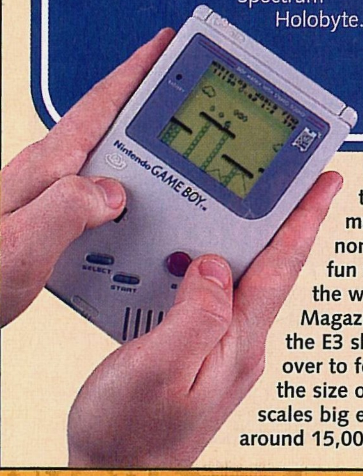


△ Nintendo's exclusive licence to publish Tetris has now expired.

Reason 2: Pokémon

Although *Tetris* gave the Game Boy a flying start, sales of the machine started to falter in the mid-'90s, as gamers succumbed to PlayStation fever. The Game Boy Pocket introduced a sleek new brushed aluminium look and a considerably improved screen, but it wasn't until *Pocket Monsters* hit Japan in 1996 that the console's fortunes turned around. Nobody expected the game to repeat the trick in the West, and this magazine's first report on *Pikachu Genki Dechu* back in issue 7, starring "a small yellow cat", was typical of the bemusement the phenomenon induced in the few non-Japanese gamers who had even heard of it.

△ Where would Nintendo be without this game?



Using somewhat rusty maths, we've calculated that if you placed every Game Boy ever manufactured end to end, they would form a non-stop highway of not-so-portable gaming fun stretching for some 9,000 miles. That's all the way from Nintendo's HQ in Kyoto to **N64** Magazine's offices in Bath. Or from London to the E3 show in LA, with enough machines left over to form a detailed portrait of Shigsy's face the size of Wales. And if you could find a set of scales big enough to weigh that little lot, it would come to around 15,000 tonnes. Batteries not included.

Grand Theft Auto

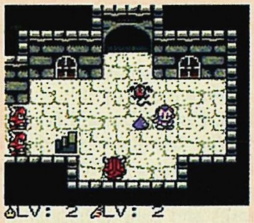
We like *GTA*'s style, but if you're finding it hard to make progress through the levels, here's how to cheat.

SKIP LEVELS

You need to lose all your lives as quickly as possible and then, when the stats screen pops up, press A to go back to the main menu. As soon as the screen begins to change, turn the Game Boy off. When you switch it back on again, you should have automatically moved on to the next level.

Dragon Warrior Monsters

Improve your Pokédex with these handy hints. Gotta catch 'em all! (Hang on – that's another game entirely…)



GET DRAGONLORD

To get yourself a Dragonlord (a powerful creature from the original *Dragon Quest* game), use a Servant as your pedigree and get it to breed with a Drax.

GET LANDOWL

You'll like this one. Breed a Bullbird with any Beast category monster, using the Bullbird as your pedigree.

GET GOPHECADA

Cross a Madcat with a Giantslug and what do you get? A revolting puddle of slime? Nope, it's a Gophecada.

FASTER LEARNING

To increase your monsters' chances of learning new moves and improving their level, feed them meat treats during battles. It also helps if you keep the battle going for as long as possible – don't wipe out your opponents with a couple of big hits early on. Your monsters will respect you for it.

Street Fighter Alpha

Here's a pair of cheats to help out those players too soft to battle all the way through to the bosses on their own.

FIGHT AKUMA

Once you've picked your character and selected manual or auto, hold down A and B until the fight begins. Instead of having to fight the usual opponent, Akuma will step up for a beating.

FIGHT BISON

As before, pick your character and select manual or auto, then hold down A, B and Select until the fight begins. Bison will be the first opponent you get to face.

Rayman

Ubi Soft's *Rayman* may look like an angel but it plays like Satan with a bad case of 'rhoids. Hopefully this cheat will make it easier for you.

99 LIVES

Pause the game and tap in the following code: A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.

HIGH SCORES

Congratulations to Alan McMonegal, who completes a clean sweep of the *Tetris DX* charts. Don't forget to send your *G&W Gallery 3* scores, folks.

POKÉMON PINBALL

Red
7,532,370,300 Robbie Klijn
5,125,049,850 Zamir Bandali
4,966,235,700 Oscar Shefik
4,411,553,000 Swee Ling Khow
4,024,315,350 Yuen Tsang
Blue
17,107,294,950 Swee Ling Khow
15,240,391,550 Zamir Bandali
12,633,586,000 Robbie Klijn
10,284,984,100 Yuen Tsang
10,117,350,650 Gigi Tsui

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,285,750 David Noble, Belfast
1,281,100 Ian Shaw, email
Super Player
1,283,650 Joseph Cayzer, Aus
456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking

TETRIS DX

40 Lines (level 0)
1:29 Alan McMonegal, Glasgow
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
Ultra (level 0)
23,864 Alan McMonegal, Glasgow
22,059 Nils Skuncke, Norway
21,488 Richard Ford, London
Marathon (level 0)
4,396,921 Alan McMonegal, Glasgow
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
Marathon (level 9)
6,395,775 Alan McMonegal, Glasgow
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London

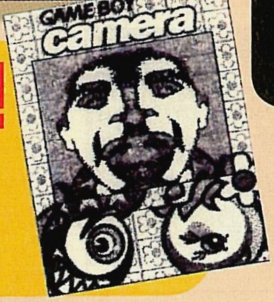
GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
2536 David Noble, Belfast
Parachute
3138 Marc, via email
2033 David Noble, Belfast
1241 Christopher Smith, Cleveland
Chef
1803 Marc, via email
1595 David Noble, Belfast
1496 Christopher Smith, Cleveland

Send your scores to:

Planet Game Boy (high scores), **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW or email us at n64@futurenet.co.uk

Game Boy Gallery



WINNER!

Cool picture. It shows a fine eye for a ridiculous expression and it comes from the Silver Shadow. Oh, have you no shame? And where's your address, you chimp?

Luke Adams of St Neots sent this mutant. It has two faces and a pair of antennae. Lovely.

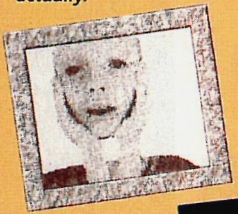
Edward McCaughan from Bangor. He really does look like that.

Devon's Owen Barendt, sporting a pair of Rare eyes.

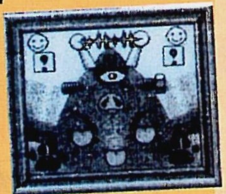
Bartholomew Baxter's sleeping father. You're grounded.

James Cooper of Basildon sent us this candid picture. Quite disturbing, actually.

Another anonymous effort, but this time it's our fault for losing the name. Soz.



Jonathan Haskins from Wetherby. Decapitated.



A pile of dung with bits stuck in it. Great. By Hayden Lee of Widnes.

Another decent cat picture, this time from Ben Shutt of Richmond. It looks like a very plush moggie.

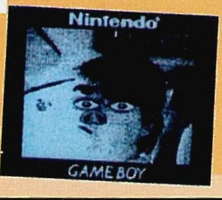
This one's from Matthew Thomas of Solihull. It looks a lot like DJ Mike Read. Nasty, isn't it?

Aussie Nick Alexandrou sent us this. Nice pic, long surname.

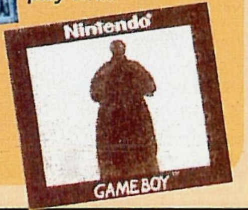
A double-headed mutie caught in the process of replication. By John Hickson.

This is Crewe's Steven Fidler in his Star Trek Klingon makeup. Stop that right now, please.

Count 'em. Adam Jones of Chester must be a mean guitar player with that extra finger to play with.



What? Why? It's by George Palmer of Washington.



Here comes the blob in black. Created by Michael Ayle of Southampton.

It's another red midget month.

Ever seen the movie Don't Look Now? It features a freaky red midget who runs around and behaves like a grade A psycho, but it didn't scare us half as much as this month's Gallery postbag. Even if Donald Sutherland had been equipped with a Game Boy Camera when the vicious little half-pinter came at him with a carving knife, he wouldn't have been guaranteed a spot on this page.

If it's disturbing poses and curious happenings you want to see, the Game Boy Gallery is where you'll find them by the dozen. Your picture could be here too, proudly displayed for all the world to admire. The joy of seeing your snap in print is what it's all about, and there's even a prize for our favourite picture of the month. This time, the sender of the top pic forgot to include their address. Maybe that red midget got there first.

Send us your freaks

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Planet Game Boy,
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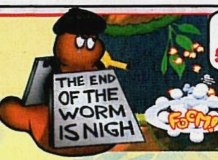

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OH, THE HUMANITY
Part of the satisfaction of nobbling cronies in *GoldenEye* was their realness. They sneezed, scratched themselves and generally behaved abominably. Luckily, this behaviour continues with *Perfect Dark*, so you'll see people lounging around, stretching, yawning and doing some kind of pee-pee dance...

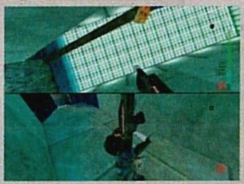
THAT'S JUST SILLY

Rare's trademark off-kilter humour enters the new millennium.

ARRANGE THE FURNITURE

Ever wondered why Bond was too much of a weed to move a peasly chair? No longer, my friends, because Joanna can wield a sofa like some power-crazed removal person. The point? Well, cunning players could push the furniture around in front of them as an impromptu leatherette riot shield. You heard it here first.

INCEY-WINCEY SPIDER



Watching the knee-skating action of characters crawling was an unimpressive yet highly amusing bonus in *GoldenEye*'s multiplayer game. With the next generation of mate-fragging splendour approaching, that had to change. In *Perfect Dark* your friends' characters now lollop around like deformed spiders in a slightly more realistic, yet equally chortle-worthy, manner. My, how we laughed. Then shot each other in the face.

PERFECT

It's a great big world out there.

By Alan Maddrell

So. *Perfect Dark* then. We've been fiddling with this gem all hours of the day and night since it secretively crept onto our desks last issue. Just like in *GoldenEye*, at every turn there are surprises and nifty things to see. From stunning rides in corporate lifts to waistcoat-wearing aliens, it's all here.

Rare seem to have pulled out all the stops in the script department, for one. Previous storyline efforts have been let down a bit by rough puns and cringeworthy sentiments, but fear not, there isn't a corny line in here. And that's more than 30 minutes of jaw-dropping cut scenes we're talking about. Impressive.

We've been making ooh and aah noises until everyone was convinced we had some kind of crazy indoor fireworks display going on. Simply, *Perfect Dark* does things we never even thought possible on the N64. Without spoiling any of the labyrinthine plot twists ahead, we offer for your discerning delectation a varied smattering of Rare's wizardry. Sit back and revel as we highlight a few of the delights on offer...

N64 Magazine STAR GAME

Rare are playing with us. That's bulletproof glass, so he's safe!

This in-game lift ride is a stunning moment you'll see early on.

Don't shoot everyone. She's evil but useful.

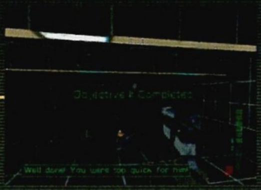
Jo's sis is lumbered with hand-me-downs.

The portly boss, looking natty in spats. Don't smack.

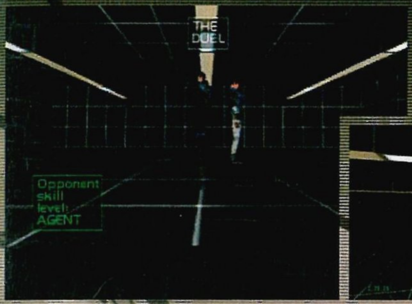
Lovely corporate HQs feature heavily in PD. Actual daylight, see?

This comes after that morphing N.

THE DUEL IN THE CROWN



When you've been playing *Perfect Dark* for a little while, yet another of the game's lovely little extras opens its loving arms. Entitled "The Duel", it entails a series of one-on-one face-offs in the Carrington Institute's unarmed training area. You start off back-to-back, take a few paces, turn and fire. Classic wild west stuff. First you'll face a Datadyne guard, then undercover ace Jonathan Dark, and finally the bad man Trent Easton himself.



COULD YOU POP IN, MS DARK?

Similar to the considerably less impressive *Mission: Impossible*, there's disguisey action at several points in the game. Playing on gender stereotypes, Joanna disguises herself as, for example, an air hostess. This grants her unquestioned access to all sorts of interesting places. Plus, she gets to wield a briefcase. However, you can easily blow your cover by not acting like your disguise. Air hostesses don't usually slap back, for example, or nick people's belongings. We fully expect the Game Boy version to feature the fire exit demonstration (wow!) and a power-up that gives you orange make-up. Tea or coffee with that?

GAME

WATCH THEM DIE

Sadism's never been so much fun...

Don't get up

Not really a death animation, but just as entertaining. In the Datadyne building, if you're quick and silent enough, you'll catch one guy before he's even got off his bottom. Probably emailing Mum. If you pop him quick enough, he'll stay rooted to his chair, but now slumped over. That'll learn him.

Is that working?

Below the lab you'll sneak up on a scientist and a guard testing a new weapon. The guard tests it out by firing at a distant target. Typically, he doesn't seem to get anywhere near it. Twit! You can eavesdrop their conversation before blowing the nonces to another world. Was it good for you, baby?

Pick up the gun

We've been something of a forum for gamers' suggestions to Rare, and we're pleased to say they've really listened. Now you can shoot the gun out of someone's hands (or grab it, naturally). The smarter guards will dodge, then reach down and pick up their lost weapon! Unless you've nabbed it first, of course.

Up with the villa

Carrington's swanky lovenest of a villa is a centre for some lovely level design and interior decoration. The colour scheme alone is quite different from other levels. You can do your own interior decoration using a couple of the rooftop snipers. When you cap them (and you will, again and again) some will teeter back and forth theatrically before splatting to their doom. Nicely.

GO! GO!